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NOVEMBER '91 ISSUE 120

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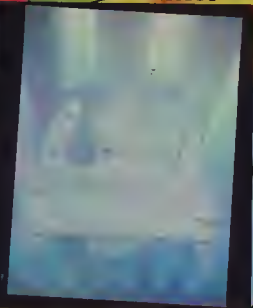
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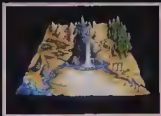
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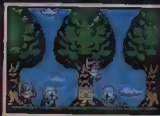
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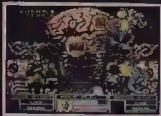
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**HAPPY  
BIRTHDAY  
TO US!**

# REVIEWS

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## ED FIRST

His hair is falling out, he's lost a good couple of stone and he leaves a trail of dribble wherever he walks. That's what a tight schedule does to our man Boone, but he's recovered and is back on the ball to give CVG that caring and personal touch...

## NEWS

So just what has been happening between now and then? We don't know, but that's because we haven't read up on the latest events in CVG News. Dig out that info NOW!

## FLIP ME! IT'S SUPER MARIO 3!

Geming's most famous Italian dons his overalls, straightens his peak cap and ventures forth on his latest venture! Meet Mario and friends (and enemies!) in this staggering, SIX-PAGE spectacular guide to the most amazing NES game ever!

## SADIE'S SCORERS

High scoring hilarity is her goal - but do you match up to her heady ideals? Send in a score but make sure it's a good 'un - you wouldn't wanna mess with Sadie!

## HAPPY BIRTHDAY TO CVG COMPO! 46

Yes! We're ten years old this month! And to celebrate a decade of being the UK's best computer games mag, we've teamed up with US Gold to give YOU the chance to win a stack of Sony gear!

## PAUL DANIELS'

### THIN-ON-TOP HOTLINES!

Every second counts when you ring the CVG Hotline! The lovely Debbie and I will be trying to wig - whoops, win - a Sega Megadrive, Super Famicom, PC Engine and Gameboy. We like it - not a lot - but we like it!

## YOBB'S MAILBAG 53

Bright and breezy, short and squeezey - anyone answering this description had better watch out, 'cos YOBB's back on the case and he's after YOU!

**NOVEMBER 1991 ISSUE 120**

And now, without further ado, we proudly present our full supporting cast:  
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NEWCASTLE!

# WE ARE 10

## CVG - THE FIRST TEN YEARS

65

The last time Julien Rignall got his hair cut, CVG was just a twinkle in an EMAP director's eye. Now we're ten years old and Jaz dips into his back issues to tell the story of the first decade of your favourite games mag!

## CHEAT MODE

75

The man called Rand nestles his buns into the Cheat Mode hot-seat and prepares to dazzle us all with his wit, oh-so-karaoke skills and... erm, tips.

## BYTESIZE

AMIGA 89  
ST 91

## BIRTHDAY COMPO CORNER!

### DRESS THE KID AND WIN A VID!

99

To celebrate the forthcoming release of US Gold's Sage Master System conversion of Leaderboard, we've decided to smarten up CVG caddy boy Paul Rand by getting you lot to dress him up - and we're giving away a spanky new VCR to the winner!

## YOU'RE TERMINATED, SUCKER!

100

It's been seven years since Arnold Schwarzenegger pulled on his shades and uttered those immortal words 'I'll be back.' He wasn't kidding - US Gold and Virgin both have the rights to produce games based upon hit 1984 movie, The Terminator. In an incredible FIVE page special we review Gold's PC version and turn in an EXCLUSIVE Preview of Virgin's Megadrive license. Amazing!

## CONCEPTUAL COMPO WINNER!

112

More prize winning pics, this time from the Crazy Console Concepts comp which we ran just a short while ago. Did you win?

## PREVIEWS

125

Lorke-lordy! A more packed Previews section you're unlikely to see! First Samurai stashes through the opposition, whilst the Blues Brothers strut their lunky stuff down on the dancefloor. Look out for these and many others in this vert-able goody-bag of previews!

## GO! STRAIGHT FOR THE BRAND

From this month onwards, you'll find a fab magazine dedicated solely to hand-held consoles inside CVG - and completely FREE! So if you're a Gameboy, Game Gear, Lynx or TurboExpress fan, put out that launch copy of GO! and get reading!

## NEW HANDHELD MAGAZINE!

### EDITOR

#### TIM BOONE

Tim's celebrity spotting highlight came when he met Dr Who Tom Baker at the grand old age of twelve. Overwhelmed by the occasion, our hero walked out of the shop and forgot to pay for the book the great man had just signed! Karaoke Fave: A Little Piece.



### DEPUTY EDITOR

#### FRANK O'CONNOR

Frankie's main claim to fame must be bumping into Sean Connery on a Scottish golf course on victory morning in August. What did the great actor say during this famous meeting of minds? 'Excuse me, sonny. Karaoke Fave: I've Got A Lovely Bunch Of Coccinelle.



### ADDITIONAL LAYOUT

#### YVETTE NICHOLLS

CVG's kit cracker can't remember meeting a single celeb, apart from some New Zealand Rob-ables, nobody else has heard of! Believe it or not, Dame Elaine's love child hasn't even met Rait Herta - which is quite an achievement in itself! Karaoke Fave: Tis Me Kangaroo Down, Sport.



### MANAGING EDITOR

#### JULIAN RIGNALL

Incredible though it may be, Wimbledon-born Jaz also met Dr Who Tom Baker at another book signing, this time in Stevenage. 'I was so excited I almost wet myself,' says our Jaz. 'He even let me itch a jelly baby out of his trousers!' Karaoke Fave: Remember You're A Wombat.



### DEPUTY EDITOR

#### FRANK O'CONNOR

Frankie's main claim to fame must be bumping into Sean Connery on a Scottish golf course on victory morning in August. What did the great actor say during this famous meeting of minds? 'Excuse me, sonny. Karaoke Fave: I've Got A Lovely Bunch Of Coccinelle.



### ADDITIONAL LAYOUT

#### PREO DAHL-LITMAN

Lita's never been the same for our Freda after working with Haircut 100 star Nick Maynard when he drew cartoons for a jippy day mag! 'He was really nice,' she recalls. Yes, but where then hell is he now? Karaoke Fave: Shadowbox Your Face.



### STAFF WRITER

#### PAUL RAND

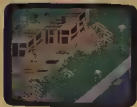
Foaty fan Randy kicked off a life star-studded social life by sharing a few lers with soccer hero Emlyn Hughes! 'I was grand,' says Paul. 'He had no loss I was so famous and for once I could enjoy a pint in peace.' Karaoke Fave: There's A Guy Works Down The Chip Shop Sings He's Elvis.



**Look out - he's back!**

# PAPERBOY 2

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# GO! for gold with the incredible ED-FIRST

**HIIIIYAAA!**

Welcome to the biggest and best issue of CVG ever - the incredible Tenth Birthday Special! By now you should have already been bowled over by the sheer size of the mag and all the incredible giveaways stuffed herein.

First off, check out the incredible FREE MAGAZINE sitting proudly inside this issue! GO! is the name of this outrageously superb creation, devoted completely and utterly to hand-held video games!

And what about that super stonking Sonic hologram, eh? Doesn't it just send shivers right down to your toes? Find the right light and watch Sega's super-hero doing his thing in full multi-colour 3D! Sonic's second of our four hologram giveaway bonanza. What will next month's be? Just wait and see!

If that's not enough, how about the brilliant US Gold swing-on we're giving away too, along with Sony Watchmans and Discmans in our Incredible 10th Birthday compo. The list goes on and on!

It's almost too good to be true! You must think it's all been a dream and any moment now you're going to wake up and find that all these great things aren't really happening 'cos nobody could possibly give you so much for so little and pack so much amazing stuff for £1.40. Well, it's real - so welcome to the future of games mags as CVG sets the standards yet again!

See ya next month  
Byeeeee!



## SUPER TENNIS SHOCK!

**STOP PRESS!!!** Just as CVG was going to press those fine folk at ACE Consoles weighed in with some serious and important news. They've discovered that Super Tennis on the Famicom (Reviewed page 7) will only work on SCART machines - crashing on PAL Fams because the machines run at different speeds! Luckily, help is at hand. ACE tell us they can convert PAL machines to run both Super Tennis and any future game with the same problem. Call them on 071 383 0480 for more info. Just for the record, those of you with SCART Famicoms should buy Super Tennis right now - the entire CVG crew reckon it's the best thing since sliced bananas!



## WINNERS ALL THE WAY!

Remember the great CVG Questionnaire we ran a few months ago? Well, there were loads of fab software on offer - the winners, so here they are in all their glory. Paul Richardson, Bishop Auckland, County Durham; Michael Dahl, Cirencester; James Gaunt, London E7; Patrick O'Hallaghan, Ayrehire and Robert Causeway, Romsgate. Meanwhile, here are the two Super Famicom winners from the great Monster Biker contest we ran recently. Those lucky lads are Michael Gulw, Wareham, Dorset and Gary Thompson, Coventry. You should all have your prizes by now, so what a surprise that was, ah?

**Tim Boone**  
007

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# NEWS

## SEGA SCHOOLS COMPO FUN

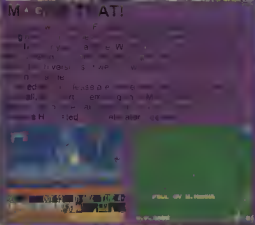
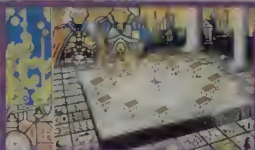
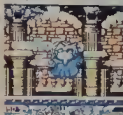
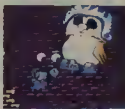
Here's a bit of a new idea. Sega are launching a competition throughout schools in the UK to find hot marketing talent among Britain's gamesplaying kids. Winners will be given a place on the Sega Advisory Board, set up to 'help shape the future of one of the most exciting and fast-moving new industries in the UK'.

The competition, open to 14-16 year olds throughout Britain, is apparently recognised under the National Curriculum and aims to encourage understanding of marketing. More than 750 schools will take part in the compo, which ends on 31st December 1991.

## KID VID

Coming soon from Gremlin is VideoKid, starring a young lad who gets sucked into his VCR and must battle with a horde of adversaries across five different worlds!

Shoot 'em up here is the order of the day, with a vast array of weapons available to VideoKid in this 50 frames-per-second, parallax scrolling whopper. Gremlin boast they'll be able to have a maximum twenty-five sprites on screen at any one time which no doubt means that the player will have one heck of a hard time trying to escape the perils of Videoworld when the game is released in December on Amiga and ST at a price of £25.99. Watch this space for more info!



Mean, He's Green, He's part Machine..

THE NO-HOLDS-BARRED

# SMASH

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# NEWS



## KICK OFF KICKS OFF! (NEARLY)

Still with Imaginer, the biggest news from the Japanese company is that they're ready to release their Nintendo conversions of Kick Off NES, Game Boy and Famicom versions (the latter being called Pro Soccer) are standing on the touch-line and about to, erm, kick off!

We've seen them all and, while the 8 bit games are looking surprisingly good, the 16 bit effort gave us cause for concern. Real assured, though, that as soon as we get a look at them you'll be the first to know how these three attempts at the World's Best Game stand up against the incredible Amiga version!

## LICENSED LYNX LAFFS

Previously known for their mail order consoles sales, Telegames are now moving into the world of console games production with the announcement of a clutch of carts for the Atari Lynx.

The classic Amidar variant Oux will be one of the titles to appear from the first ever licensed Lynx publisher, with others to follow including Ultimate Chess Challenge (30 chess sim), RC Destruction Derby racing game and Krazy Ace (immature golf fun 'n' frolics). No dates or prices as yet, but keep a careful eye on these pages for further info as it comes in!



## LIVE AND LET DIE

Look out for the latest titles of a set of slots from Digital Integria who are bringing to life their flight sim tools to try more diverse projects under the Team Factory label.

In Supaplex you'll control the little Murphy in a 111 level arcade puzzle game with baddies, traps, whilst Drift is set a century from now in a solar system far, far away. In this role playing spectacle, the player has the opportunity to choose a mercenary saved from a seventy or so characters each with their own background and strengths.

LDI haven't forgotten their simulation fans either, with the immediate take off 17, 19 by the sequel to the top selling F16 Virtual Pilot Feature. It'll offer a new string of various high detailed ground targets. It's certainly looking good if the screens 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

## GREAT GREMLIN GRAPHICS!

Whoops! In last issue's preview of Flag from Gremlin we wrongly reported that the graphics were digitised when in fact they've all been lovingly hand drawn. So now you know!

# He's the Blockbuster Sequel to James Pond..

# FOOTBALL

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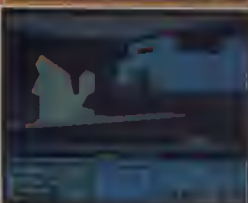
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## PLAY WITH A PC ON THE CHEAP!

The cause of the PC as a games machine received a boost from the announcement that Amstrad are to launch a new range of packs dedicated to leisure.

Called the PC 508K Games Pack, opening the box reveals a smart package made up of an 80286 based PC running at 10MHz and featuring 1MB of memory, 3.5 floppy drive, 12MB hard drive and a 3.5 floppy drive. A little further inside you find a 100MB MSD S.J.3 graphics package and a 3.5 floppy disk. Three PC games and a spunky AdLib sound card. Not to mention a 3.5 floppy disk of the world's most cost-effective little wedge of PC software. It's too good for those canny folk at Amstrad have put the whole bundle together for £899.99!



## MORE MERCENARY MADNESS

Hang on to your hats, Democles fans, 'cos the next Paul Winkler creation is on its way! Entitled Mercenary III, The Crisis, the game calls on all your skill and courage to track down the evil PC Bill, who made an appearance in the first Mercenary spectacular, who is extending his mining operations on the planet Dion.

Mercenary III will include intelligent characters on each of the planets in the Dialis system with which to interact with, and the combat aspect will be made even more challenging than before. Publishers Novagen are banking on a release somewhere during the next few weeks - but then again, we all know how long it took Democles to appear!



# James Pond is Robocod

MILLENNIUM



# NEWS



## SPACE INVADERS FOR THE 90'S!

It's been a while since pubs around the world lost good beer money to the coin slot of Taito's ground-breaking Space Invaders coin-op - thirteen years to be precise. A lot has happened to arcade games since then, but there's nothing like dusting down a classic, sprucing it up with some extra game-play and knocking it out on home computer format.

That's exactly what Domark are about to do when they launch Super Space Invaders. It'll contain features taken from those other hits of bygone days - Phoenix, Gorf and Galaxians - and will include such bullock-clenchingly good touches as multi-directional scrolling, end-level bosses, special levels and wacky bovine bonus levels! (?)

Sounding like a right good giggle, it'll be available across the spectrum of formats at various prices, and we'll be reviewing it in the not-too-distant future.



# YOU BELIEVE



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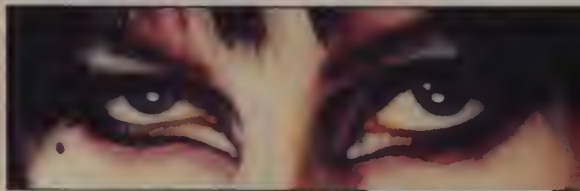
Amiga and PC Dual version available  
November 1991



Accolade Europe Ltd; Bowling House, Point Pleasant,



# WON'T YOUR EYES



TEARAWAY, AND THE TEMPTRESS.



Screenshots from 'Elvira II: The Jaws of Cerberus'

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Amiga and PC version  
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## CRISPY CRUNCHY SEGA COMP!

Not content with showing ads on telly which nobody understands, Sega are to join forces with Golden Wonder Snacks in an on pack promotion of their products.

One thousand MasterSystem Plus consoles are to be given away in a competition appearing on packets of Wotsits and Rigos, and anyone collecting twenty empty packs of either snack will be able to send for a Sega Fun Pack containing badges, stickers, posters and iron-on patches!

Beginning this month, Sega will be spending £1,000,000 + television advertising to promote the promotion. Now that's big bucks!

# SEGA

## ZZAP CRASHES! CRASH ZAPPED!

Newfield, publishers of the most successful computer games mags of the mid-Eighties, has gone bust. The company, whose magazines Zzap! 64 and Crash became the top-selling leisure computing publications of their time catering for single-format users, called in the receivers after incurring debts. They were about to

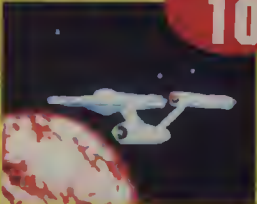
launch two new consoles mags, Sega Force and Nintendo Force, produced non computer magazines such as horror monthly Fear, and also owned software house Thalamos, creators of some of the best ever games on the C64, including Sanxion and Amalytix.

Around 45 people lost their jobs and, whilst Thalamos is still in business, it is expected that it, along with some of the magazine titles, will be sold in order to pay off creditors. So now you know why you won't be seeing these particular mags on the shelves any more.

# NEWS



WE ARE  
10



## BOLDLY GOING WHERE NO GAME HAS GONE BEFORE

Electronic Arts are up to their ears in releases over the festive season, not least the flight sim which has taken nearly four-and-a-half years to produce, the legendary (or should that be mythical?) Birds Of Prey.

According to EA, the programming part is out of the way and all they need to do is test the project for bugs. Then it'll be shipped out on 1MB Amiga and ST in November, with the PC version swooping onto the software shelf a month later.

EA have also announced the release of Star Trek: The 25th Anniversary, to commemorate a quarter-century of Kirk and Co. This will be a 3D flight sim combining polygons with digitised pics taken from the series to make the program as realistic as possible.

The game itself will take the form of a Star Trek series, linking together fourteen separate 'episodes' to create a game unlike any other, or so the programmers hope. To be released on PC in October at a price of £34.99, Star Trek: The 25th Anniversary is sure to be a must-buy for fans of the series.





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
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# REVIEW

AMIGA

BY TEAM 17

£24.99



Imagine the scene: you're a warrior sent aboard a returning space craft to find out what happened to the occupants. Its distress signal has worried the Earth authorities so much that they let you help allow it to return to the planet without a thorough search.

Fearing some kind of sabotage, they seal you in a freezer in the local space cadets, to investigate. The moment you board the craft, you feel the insidious chill, the strange atmosphere, the dripping water. You call, your voice echoing through the dark tunnels of the craft.

Cling! The airlock door slams shut behind you. You're in an almost cathedral-like space cruiser. You hear a faint, eerie sound. You made that odd, papery scuffling sound. You creep forward, laser cannon primed, probing the darkest corners.

Alien Breed is a dark, atmospheric game that sees what you can do by

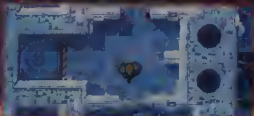


# ALIEN BREED



Ooh! Spooky music and creaking sound effects introduce Alien Breed which blatantly rips off both Alien the movie and the games Gauntlet and Alien Syndrome. Believe it or not! This game is better in many respects than both of em!

Alien Breed scrolls in eight directions around a massive complex of maze-like spacecraft corridors. There are tons of locked doors, for which you'll need keys (straight out of Gauntlet!) and lots of slithering, screaming aliens to waste. You can pick up extra weapons, money to buy them and the greediest necessity of all, ammo. The control method is fast, smooth and responsive and the atmosphere generated by the brilliant graphics is super creepy. Beel of all though are the excellent FX and the brilliant sampled speech. As far as presentation is concerned, Alien Breed makes even the mighty Psychosis look a little pale and the sheer brilliance of the gameplay lifts this one above an otherwise banal crowd.



## SUPER SCARY ALIEN SCUM!

You're alone with the rhythm of your own breathing and the soft tread of your rubber soled boots. You round a bend, a dark door and there leaping on the flesh of a fallen space mariner is a seven foot tall, dripping slimy vicious nasty super alien! What do you do? Fill your pants and call the laundrette? No! You're a space hero and you open fire - and what follows is the best excuse ever for a gauntlet style rampage of slaughter and destruction on a massive scale!

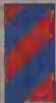
WE ARE TEAM 17

## UPDATE

Sorry, Alien fans - there are no plans to convert Alien Breed for any other machine so we suggest you buy an Amiga dead quick!

FRANK O'CONNOR





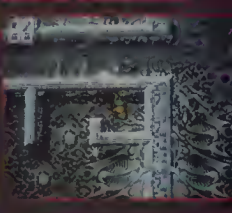
## GET IN TOUCH WITH INTEX

The intex computer is excellent, helping you with weapons, energy supplies and ammunition. From here, you can see maps of the respective levels, check your health status and even have a game of Video Pong!

Seriously, one of the options is a fully playable pong game, for one or two players. It's a shame you can't see it in a screen shot, but you should check out that dodgy but intentional vertical hold when you activate the computer.



# BREED



What an incredible blast this is! Here's a game which seems to have come from nowhere, and blows the competition away! Alien Breed is an excellent game in just about every respect, putting many of the offerings from established softcos to shame! You've probably never heard of Team 17, but I can guarantee you'll be hearing a lot more about these guys from now on!

Alien Breed is best described as a Gaullist style blast em up with some truly horrific aliens to dust. The game is slick to the max, featuring some quite superb graphics and truly atmospheric sound effects for that extra louch. But it's the gameplay which scores highest of all - easy as pie to pick up, Alien Breed grabs you by the throat and refuses to let go - just like the monstrous stars of the show! When the entire CVG crew crowds around the Amiga and jockeys for the joystick, you know you're dealing with a hot product - and Alien Breed is a burn and a half. Highly recommended.

**TIM  
BOONE**



Aaargh! It's the 'orrible bin monster. Constructed entirely of pigeon droppings, Jon wanted to use his masterpiece as a backdrop for this review but Tim wouldn't let him 'cos it's crap.



## AMIGA

<b>GRAPHICS</b>	<b>89</b>
<b>SOUNDS</b>	<b>93</b>
<b>PLAYABILITY</b>	<b>90</b>
<b>LASTABILITY</b>	<b>90</b>
<b>OVERALL</b>	<b>91</b>

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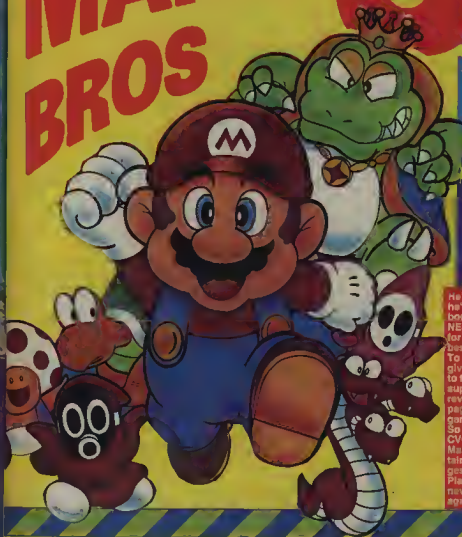


WEARILY BATTLE



MAD MOSQUITOES

# SUPER MARIO BROS 3



He's back, he's brilliant, he's right here! Mario bounces back into the NES in incredible style for Mario 3 - and it's the best of the lot!

To celebrate, we've given SIX whole pages to the mild-mannered superhero in the biggest review ever to grace the pages of Britain's best games mag!

So turn over for the full CVG lowdown on the Mario megagame certain to become the biggest NES title this year. Play Mario 3 and life will never be quite the same again.

# REVIEW

**NINTENDO**

**BY NINTENDO**

**£39.99**

Feeling from his success in the dream which was Super Mario Bros 2, Mario wakes up to find a scrawled note lying on the doormat of his plumber's pad. Bearing the seal of the Princess Mushroom, the letter is difficult to read and obviously written in a hurry.

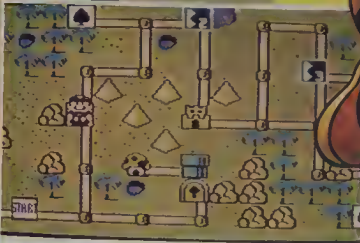
The message warns of the treacherous Bowser, ruler of the Koopas, and his plan to take over the Mushroom Worlds. Having overrun the lands with his minions, Bowser turned the eight Kings into a variety of weird and wonderful animals, stealing their magic wands in the process. Without these they are unable to revert back to their regular forms, thus making it impossible to lead their people.

Putting away his plumbing gear (Mrs Miggins' leaky cistern would have to wait) Mario awakens his brother Luigi, and, without pausing to consider the danger they may be placing themselves in, our heroes rush off to the Mushroom Lands. But Bowser is not stupid - summoning his seven children, the Koopalings, he orders them each to take an airship to one of the Mushroom Worlds and guard the Royal Castles with their lives. Mario has had it easy in the past. This time he won't succeed.

## THE MATCH

How time the player score  
points, a floating  
wing card will appear  
map. Moving to the  
occupied by the card  
of Blades) and  
A button sends Mario  
Matching Game.  
4x6 square grid is  
containing  
name and some  
of course.

I uncover two of  
same item to receive  
point, with only one wrong  
move allowed before the  
game is over and the



**SUPER MARIO BROS.**

# UPER RIO 3



## A REEL WINNER

Pressing the A button on an area covered by a static Ace of Spades allows Mario to try his luck at the Spinning Reels game. Three items - a Starman, a mushroom and a flower are represented across three horizontally spinning reels, the object being to correctly piece together one of the items in the middle of the screen by hitting the A button at the right time. Successful formation of a whole item results in extra wishes, the highest number being five for the Starman. Hurray!

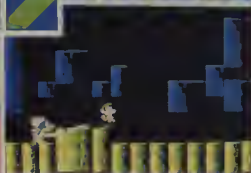


The third installment in the NES Super Mario Bros series rears its head at last and, in doing so, becomes, for me, the best game ever! Honestly, SMB3 is so astoundingly brilliant in every way, shape and form I'm sorely tempted to go out and buy a Nintendo simply

for this cartridge. Graphically it's unouchable - masses of bright and cheerful colour, superb definition and animation and hordes of different baddies to contend with - over fifty in all and that is a lot, let me tell you! Sound is incredible. The instantly recognisable Mario effects make an appearance, along with some great new ones - but it's the various ditties which appeal the most, from frenetic tunes to get the adrenalin racing to a couple of laid-back, reggae tracks containing excellent sampled drum noises! Then there's the game itself - and what a game! Bursting with secret rooms, spilling over with bonus items and jam-packed with enemies, SMB3 is the most spectacular experience yet seen on a NES. There are continues available, but you won't want to use them as you'll actually feel disgusted with yourself for cheating! There is so much to collect, so much to kill, so many locations to find and explore, it's a puzzle as to how the creators had the imagination to come up with a game quite like this, let alone cram it all into one cartridge. What else can be said about this, the game to beat all games? Simply this - Super Mario Bros 3 is one in a million, the Mona Lisa of video gaming. To compare it to anything else would be an insult - just go out, get a Nintendo and make your life worthwhile!

**PAUL  
RAND**



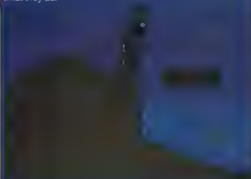


## FUN-FILLED FORTRESSES

On each of the eight worlds is a fortress guarding access to the area closest to the castle. These strongholds are guarded by Boom-Boom, boss of the Koopas and answerable only to Bowser. Boom-Boom holds the key to unlock the gate which, in turn, allows Mario to tackle the later levels of each world, but it won't be easy to take it from him as he's running toward you, flying high and then divebombing you, and generally giving our Mediterranean male a real headache. Ironically, that's exactly what Mario must do to Boom-Boom to win his prize!

## SUITS TO SUIT

Those silly Koopas have left a stack of power-suits scattered around the Mushroom Worlds and guess what—they all fit Mario like a glove! Here's what they are and, more importantly, what they do:



**RACCOON SUIT:** When he's running at top speed, Mario can jump into the air and fly for a short amount of time! Not only that, but that furry tail makes a great whip to hit baddies with!

**TANOOKI SUIT:** Not only does this furry suit give Mario all the powers available by donning the Raccoon Suit, it also allows him to turn into a statue!

**FROG SUIT:** Don this green garb on the watery levels and instead of flapping around like a fish out of water, Mario can swim as gracefully as the ferocious fauna he's up against.

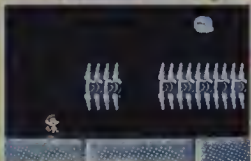
**HAMMER SUIT:** No, not sunglasses and baggy trousers, but a smart set of logs roped from the Hammer Bros gives Mario a load of devastating throwing hammers and, best of all, it's fire-proof!

# SUPER MARIO BROS.



## UPDATE

Nintendo won't be releasing SMB3 on any other machine. Why should they, when they know fine well that it will shift untold quantities of their own console?!





# REVIEW



Slippin'-rippin'-dang-fang-rotten-zarg-a-barg-a-ding-dong! It's finally here. The game you thought would never actually exist. The best game ever. To be the best game ever, you would have to have perfect playability, immense lastability and graphics and so-

onica that pushed the host machine beyond its limits. Mario 3 does all those things and more. Fluid, smooth, uncomplicated controls, lush graphics and unbelievably jolly sampled tunes all add up to the most technically brilliant product on the NES. Better yet is the enormous variety of gameplay styles at your disposal. The game is massive. The stated eight levels are huge enough, but there are absolutely tons of hidden testruns and screens all over the place. There are sub-games aplenty, secret screens, bonus rooms, hidden levels and believe it or don't, a whole playable version of the original Mario Bros. game. This makes Sonic the Hedgehog look like a wet Sunday morning and even gives the Famicom's mighty Mario 4 a run for its money. If you have an NES, go down to your local Spank Managere and software emporium and purchase this immediately. If you don't have an NES, go and buy one right now.

**FRANK  
O'CONNOR**



## PLEASE HAMMER, DON'T HURT 'IM!

Slaking the Mushroom Worlds are Bowser's partners in crime the Hammer Bros who, as you may have gleaned from their name, enjoy nothing more than lubbing hammers at Italian plumbers!

Sometimes there's only one to deal with, sometimes two. How ever many there are, get rid of them and Mario will receive a special item for his trouble!

Also, look out for the Hammers' Aussie relatives the Boomerang Bros - just as bad, but favour a curved piece of wood over a heavy piece of moulded steel! Whoever this critter is - unless you've found and activated a Music Box which sends the Bros to sleep with its dulcet tones - you'll have to confront and defeat them each time they come between Mario and his goal.



## LOADSALIVES LOVELINESS

Reach the end of a level and Mario will enter a darkened room with a box on the wall containing a revolving series of icons - star, flower and mushroom.

Hitting the box will not only signal the completion of that area, but place the now-highlighted icon in one of the three boxes in the bottom-right hand portion of the control panel!

Whilst filling these boxes with icons of different types gives the player an extra life, collecting three of the same gives more Mario with a maximum of five for a trio of twinkling stars!

**MAGIC MUSHROOMS:** Turns little Mario into SUPER MARIO!

**FIRE FLOWER:** Sends fireballs shooting from Mario's fingertips

**STARMAN:** Catch him quickly for a burst of invulnerability

**P-WING:** A souped-up racoon suit allowing Mario to fly non-stop for a complete stage or until he is hit by a baddy

**JUGEM'S CLOUD:** Carries Mario across a stage

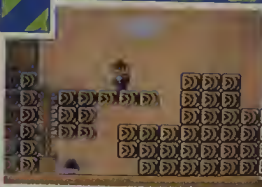
**HAMMER:** Breaks rocks on the Map screen blocking the way

**MUSIC BOX:** Sends the Hammer Bros to the land of Nod

**ANCHOR:** Tethers the Koopaling Airship, stopping it from getting away

**TUP MUSHROOM:** An extra life!





## HIT A BRICK!

When is a brick not a brick? When it's a Super Mario Brick! It's worth giving as many of the walkways in Super Mario World 3 as possible a quick headbutt as lots of them hide goodies - mostly coins (collecting a hundred of which grants Mario an extra life) - but sometimes special items like magic mushrooms, fire-flowers and 1UP mushrooms! Some even absorb bean-stakes leading to secret rooms, whilst others release switches which, when activated, turn bricks into a...



OK, so answer me one thing. How the hell do you get a magazine out when the entire CVG office has gone down with a severe case of Marioitis? Symptoms include wide eyes glued to the screen, fingers clamped around the joy pad and an inane sloppy grin

stretched from ear to ear. All work stops when Mario 3 is on the screen, and who cares about little things like eating and sleeping when you're playing a game this good? You have to see it to believe it, but Mario 3 is the best thing on any machine outside an arcade since, well, whenever used to be the best thing on any machine outside an arcade. Graphics and sound are superb, but the gameplay manages to defy even my highest words of praise! It's near flawless in its utterly stupendous incredibility and absolutely impossible to put down for anything less than a fire alarm - and even then you find yourself weighing up the odds! Mario 3 is so addictive it ought to get a government health warning. Hide the cartridge and people start to get withdrawal symptoms - it's that good! Anyway, why am I sat here writing this when I ought to be perfecting my technique? Sell your dad's socks if you have to, but raise the cash and buy Mario 3 as soon as you possibly can - then remember to thank us for telling you about it first!

**TIM  
BOONE**



## NINTENDO

GRAPHICS	96
SOUNDS	96
PLAYABILITY	98
LASTABILITY	98

**OVERALL 98**

TEENAGE MUTANT HERO

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THE COIN-OP!



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- Find the naughty gnome's home
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#### CARDIAXX

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- Take on the meanest, ugliest set of monsters you're ever likely to meet.
- Encounter teleports, gravity lifts, and flaming volcanoes as you pass through the various worlds
- Weird and wonderful alien landscapes, combined with screen-filling sprites make for a visually stunning game

Available November ST/Amiga Price £25.99



FROM THE ZOO

ELECTRONIC  
**ZOO**

# REVIEW

ST

£34.99

BY MICROCRO

More renowned for their night sims than ground-based transportation, Microprose have put the pedal to the metal and come up with a breathtaking simulation of Formula One Grand Prix racing!

Who can hope to capture all the thrills, spills, glamour and excitement of an entire Formula One season on computer? Geoff Crammond, that's who - the man behind Rags and The Sentinel.

In Formula One Grand Prix, aspiring Sennas are given the chance to test their metal and mettle through the sixteen-race championship, including the British Silverstone circuit, Suzuka in Japan and the street course of Monaco - regarded by many as the world's toughest.

With a choice of 26 cars belonging to the official F1 teams of Williams, McLaren, Ferrari and others, performance data has been taken directly from that of the 1990 season. Do you think you possess the skill, stamina and sheer guts (and a decent motor!) to carry you to the top of the Drivers' Championship? Read on.



Geoff Crammond has a history of knocking out excellent car games, Rags and Stunt Car Racer being two brilliant examples. But why rest on your laurels when you can sit and slave for a year at a piece of software which surpasses all your previous efforts? Micro-

prose's Formula One Grand Prix is the last word in high-speed driving games, except that it's not a game at all. It's an accurate simulation of a full F1 season, with all the attention to detail which we've come to expect from the masters of sim. The teams are there, the tracks are there, all accurately mapped from the real thing. If you happened to videotape the Monaco Grand Prix earlier this year, for example, put it on with the F1 Grand Prix version next to it and you'll notice that all the buildings are exactly where they are in real life! Whilst realism is important in any kind of sim, so too is playability and Grand Prix certainly scores here. Pull on your helmet, make sure the fire extinguisher's working and boot up Formula One Grand Prix, the tastiest, smoothest, most exhilarating drive this side of Monaco!

PAUL  
RAND



# ▶▶ REVIEW

## TYRED OUT

The longer and faster you drive, the quicker your tyres will wear out. There are four types available, each suited to different conditions. The longer you persevere with a worn-out set of rubbers, the slower your car will run - so it's a good tip to dip into the pits as soon as you notice a drop in performance and get new wheels a bit sharper!

## EASY KEYSEYS

The reason F1 drivers like Mansell and Senna command such high salaries (our Nigel got about seven million for this season!) is because race-driving is quite a difficult thing to do, actually. Lucky for you, there are a few keys available on the computer version to make tearing around in a 200mph buffet that bit less of a chore. Not only are there the predictable ones such as invincibility and automatic gear-change, but a couple of novel inclusions too - the facility to brake automatically on corners and, the most useful one to F1 track stars, the addition of a line on the track showing the best route to take around bends!

# REVIEW

FORMULA ONE  
GRAND PRIX

## SLIPPERY RIDE

Being a simulation as opposed to a game, Formula One has a number of features normally available only to multi-million pound racing pros. Little graphical niceties are included, like a member of the pit crew cleaning your windscreen when you make a pitstop and skidmarks on the track to mark the spots where unfortunate racers have come to a sticky end. Then there are the extras, not usually found in computer driving games but which the real guys experience every time they take to the road. The best of these is the effect of driving in the opposition's slipstream, at which point your engine revs higher - allowing you to pull out and overtake easily!



As far as I'm concerned Geoff Crammond has the Midas touch - everything he works on is pure gold. Here he's gone platinum and produced a racing game so utterly superb I can hardly believe what I've seen - let alone played! Somehow Formula One Grand Prix really

does manage to capture all the best bits of racing fast cars for big money. Just drool over those screen shots. Imagine all this running in real-time super-smooth 3D with yourself in complete control of one of the cars and you have some idea what I'm getting hysterical about. Remember those car-cam shots you see on the telly? The graphics look just like them - and you're right in the middle of the action! This game is mega fast too. There's an option to tone down the graphics for more speed, but even on full detail the cars are flying by! If you want my opinion, Murray Walker couldn't scream loud enough to do this game justice - you've got to see it to believe it. Stunt Car Racer used to be my all-time fave 3D racer and I thought nothing could top it. I was wrong and you'd be a right wally to miss this! Take a bow, Mr C...

TIM  
BOONE

## UPDATE

Amiga and Power PCs are about to pull out of the pits and should be ripping up the tarmac at the same time as the ST game! We've seen 'em both and they're blimmin' brilliant, so buy 'em!

GRAPHICS	94
SOUNDS	88
PLAYABILITY	94
LASTABILITY	94

OVERALL 94

The polluter and profiteer  
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MINDSCAPE



# REVIEW

£45.00

**D**uce! Advantage! Game! You are the pds of the Earth, men! Tennis. A sport of kings. Bash the fuzzy ball over the net and hope you can still hit that sucker when your opponent bashes it back! The money to be made in this sport is immense and it's one of the few sports where women do as well financially as men. Temperers are short and the action intense.

Super Tennis from Tonkin House attempts to capture the frenetic pace and hot bouncy action of the sport, with every feature of the real game included. You can play doubles or singles - either against the computer or against a friend.

So grab your balls and prepare to do battle on the Centre Court. Who knows, you may just get to be famous.



# SUPER TENNIS



Gah! Another return  
does badly wrong!



CVG just ground to a shuddering halt when this cart arrived. The cute, colourful graphics and ultra-realistic sound effects had everyone begging for a go. As far as gameplay is concerned, Super Tennis is probably the best simulation of tennis ever! The control pad's

four buttons give such a wide range of shots that it's possible to pull off some spectacular moves in times of stress. In one player mode Tennis is incredible. With two players it's unbeatable. Playing a set against a friend is more fun than should be allowed. You begin to get an inkling why players like MacEnroe and Agassi take such terrible tantrums when things go wrong. The tension you feel when you have to play a Tie-Break to decide the winner is unbearable. Each player from the list plays a little differently, each with good points and bad. For example, some players can dive for shots while others have excellent serves. Choose your favourite and get ready for one of the best sport simulations ever!

WAGASI	6	6
VS	1	2
CHIYAN	1	0

▼ The umpire's blind!



# PER NNIS

ワールド  
サーキット

Preparing for a lightning serve to pull ahead



YOU'RE  
CRAZY!  
I ACED HIM!

With tons of players on offer, you can choose any of your favourite tennis stars including the likes of Andre Agassi, Boris Becker, Gabriela Sabatini, Monica Seles and the illustrious John MacEnroe. Each player has his or her own special talents. Becker comes out on top as the best all-rounder while the girls, unfortunately, are all a bit sad - very slow with a low quality service. At the end of the day, their talents really depend on your reflexes and ability. This means you can't use your choice of player to hide your crapness like the Mean Machines boys.

YOU'VE GOT  
TO BE  
KIDDING!

Super Tennis makes use of the low buttons on the Family computer's control pad and shots can be further enhanced by hitting a direction as you take a shot. There are two different serves available and the different combinations of shot available are immense. The choice of players is huge, you can play male or female and each player is uncannily similar to a real life tennis star and plays like 'em too!

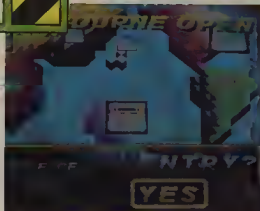
DOUBLE  
FAULT

Ack! The service goes wrong!



THANKS...  
to Advanced Console Entertainment for the loan of the review cartridge.





**ARE YOU BLIND?  
THE BALL WAS IN!**

There are three different court surfaces to choose from: Clay, a lawn and artificial. The artificial surface is the most predictable and therefore the easiest to play on. Players run a tad faster on the rubberized surface and the ball bounces higher. The lawn is the nicest in terms of feel and players are more inclined to dive for the ball on this surface. If you want a real challenge though, try playing on the clay court. The ball is unpredictable, the players slower and the going tougher. Clay is the surface for big, clever tennis players who want to impress their mates and act hard - so choose it!



So you want to be a super-fit tennis star with a jet-propelled serve, wear tight little shorts and run about throwing huge tantrums when line calls don't go your way? Well, now you can! Super Tennis is quite simply the most fun you'll have outside the Centre Court -

and just make sure there's nothing breakable around when you play! Somehow Tonkin House have captured all the speed and excitement of tennis and made it possible for absolutely anyone to play. First of all there's the quite breathtaking speed of the game: you have to be quick of the mark to return those rocket-hot serves and follow them up with an almost limitless variety of move. Then there's the cutesy graphics and quite superb sound - so good you'd almost swear you were there! Above all there's the unbelievable tension generated by the game. It's hard to explain, but you've just GOT to win! You'll do anything to dust your opponent, even if that means throwing tantrums to put him off the game! Forget the gentle sport of lawn tennis, Dan Maskell and all that - Super Tennis is a killer of a game and any hotshot Famicom owner who doesn't bust his balls for a copy should get his head examined. It's that good!

**TIM  
BOONE**



**FAMICOM**

<b>GRAPHICS</b>	<b>95</b>
<b>SOUNDS</b>	<b>96</b>
<b>PLAYABILITY</b>	<b>96</b>
<b>LASTABILITY</b>	<b>95</b>

**OVERALL 96**



# The World at your fingertips

**Super Famicom - Fun For All The Family**



The Super Famicom's incredible potential has now been taken a step further into a fantastic world of graphics, game play and sound.

Advance Console Entertainment offers an easy entry into this domain with a recognised performance upgrade known as the 'Advance Colour Enhancement'.

Due to the incorrect display of colour and sound on the standard PAL 1 and Scott modified Super Famicom you can now with the use of the modified CRT-CH2 switch (found at the back of the machine), select between the standard mode and the Advance Colour Enhancement mode for what is ultimately a stunning difference.

Thanks to a dynamic research and development team providing up to the minute technology with high performance products, Advance Console's Super Famicom is surely superior to any other.

The Advance Colour Enhancement mode is exclusively designed by, and available only from, Advance Console Entertainment.



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# REVIEW

AMIGA

£25.99

BY US GOLD

**THE WEIRD WORLD OF PSYCHIC TWINS**  
 The Twins are a bit of a sad case. They were separated from each other as infants and their pop was killed. Brought up believing themselves to be only children, they somehow developed a kind of psychic link. So bizarre was the extent of this link, that often they ate meals at exactly the same time! Sometimes they would wear the same kind of clothes, even though they were separated by thousands of miles. Often they would both turn out in jeans, T-shirt and trainers - uncanny! Weirdest of all, when they did finally meet they discovered that they both shared exactly the same birthday! Spookalicious or what? (You Idiot - Ed)

## THE WEIRD WORLD OF PSYCHIC TWINS

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Yeeeeurgh! US Gold know what they were talking about when they said this game is so cute it would make you sick. Fortunately it's also pretty brilliant, and must rank as one of the best platform titles to appear on the Amiga. The Megawins are full of character and even the bad guys look as nice as hell! There are so many hidden features and nice surprising touches, that you'll be playing this one long into the night. The game itself is fairly huge, with a quillions of levels to visit and absolutely tons of groovy guardians to destroy. The control method is excellent and this conversion really captures the spirit of the coin-op. Mega Twins was an excellent arcade game so this is a smashing conversion - need I say more?

FRANK O'CONNOR



**BIG THRILLS AHOY!**



Cutey platform comparsa seems to be the order of the day right now, what with the likes of Rodland, Magic Pockets, Marvel Land, Snow Bros and countless others trying to tickle us all under the chin - and Mega Twins ranks up there with the best of them. This is a fine conversion of a pretty spiffy coin-op, containing all the playability of the original. My only criticism is that the levels tend to look a bit samey, but that's not unique to this game and exactly the same grumble applies to the rest of the genre. If you're a fan of the original, you'll find they're almost coming out of your ears. The graphics are just so darned good you just have to keep playing, and my recommendations don't come too much higher than that. If you're ready for more oh-so-lovely graphics and a game which plays like a dream, then Mega Twins is the one for you.

**TIM  
BOONE**

# AMIGA

## OVERALL





# LOSS OF CONSCIOUSNESS BY G-FORCE



# REVIEW

AMIGA

BY US GOLD

£25.99

Doctor Maybe is not a happy megalomaniac. First of all he was thoroughly lounded by James Pond. Underwater Agent. Now he's been hiding away and planning his next evil escapade. After months of thought, the perfect idea suddenly appears in Maybe's brain - and it's all to do with toys.

But how can harmless toys possibly harm mankind? By altering their workings so that they become psychopathic killers. That's how. One quick jaunt to the Arctic later and hey presto! A toy factory site taken over, the toys are tampered with and the devilish Doc is ready to put his plan into action.

Except that Maybe has not banked upon the wondrous advancements of piscine technology. F.I.S.H. agents have devised the ultimate agent. Robocod. Half aquatic animal, half machine. Robocod's directives are to shut down every toy in sight before shutting down Doc Maybe - for good. Sounds easy? It would be, were it not for the fact that there are ten factories to put out of action - and Maybe isn't going down without a fight!



## SEEING DOUBLE

Look familiar to you, this Robocod geezer? That's because he's been modelled from the original underwater agent, James Pond. As if you haven't guessed yet, Robocod is the sequel to that great computer and console game!

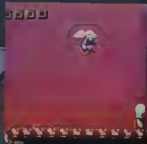
While appearances suggest that the two are one and the same, the new, improved version has a number of revolutionary features, some of which you have to see to believe!



James Pond was a scorcher of a little - so much so that it became one of the top computer games to make the transition to cartridge. And whilst the sequel incorporates a very different style of gameplay, this one looks to be heading exactly the same way! Robocod is an

excellent piece of software, killing the styles of both Super Mario Bros and Sonic The Hedgehog and placing them into a frenetic game full of jolly sprites and challenging platform action. Robocod's graphics really are something special - a jamboree of cute baddies, the beat of which is that old sweetie himself, Beattie Baseball! There are also masses of collectables, including one of real significance to myself - a Newcastle Brown Ale Bottle (well, that's what it looks like to me, anyway)! Lashings of sound only add to the game's overall atmosphere, making the overall package one of such a high quality that only a sad fool would deign to pass it by.

PAUL  
RAND





## FULL STRETCH FUN AND JAPES!

Our man Pond has a wide range of skills and talents at his disposal: not least the ability to stretch his body in order to grab hold of the ceiling! God can rise miles by stretching his body straight up, then grab an object and shimmy along to avoid those annoying floor-based hazards!

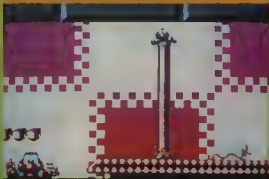


### UPDATE

Robocod should be doing his thing in an ST in your pond right about now - so grab it while you can!

### SWEET THINGS TO LOOK OUT FOR!

Stuffed full of 70 gorgeous scrolling screens, Robocod features all manner of super cute meanings to discover and destroy! Among them is a pretty Berlie Bassett-looking dude who's so cute it's almost a shame to trash him!



Treated to an early preview of Robocod some time ago, I knew we were in for something very special. What an enormous left this game is! No matter what anyone else tells you, Robo is very reminiscent of both Sonic and Mario - but takes the best bits out of each and creates a line balance between the two. The graphics are simply gorgeous - somebody has gone to a lot of trouble to get the colour co-ordination just right and make the whole thing look like a big bold bag of jelly tois! Gameplay is where Robocod scores highest, though. There's almost nothing you can't do, and half the fun is finding just what lies in those strange places you didn't think you could reach. I'm last running out of superlatives here, so let me just say that I think Robocod is one of the best Amiga platform games I've seen. Buy it and put yourself on the back for knowing a bloody good game when you see one!

**TIM  
BOONE**

### AMIGA

GRAPHICS	93
SOUNDS	89
PLAYABILITY	93
LASTABILITY	92

**OVERALL 93**

# WIN!

## A BONANZA OF MEGA PRIZES!

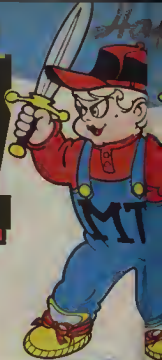
Courtesy of US Gold

Happy Birthday to us!  
Happy Birthday to us!  
Happy Birthday dear CVG  
Happy Birthday to us!

Yee, it's true - CVG is a big ten years old this issue! That's right - TEN YEARS OLD! Incredible or what? By the time you read this you'll already have discovered all sorts of great birthday giveaways on and inside this issue - check out the sensational US Gold swing-on supergoodie doing it's thing on these very pages! Good eh? Well, that's just the start...

To celebrate CVG's tenth birthday we've got together with the gaming meesters at US Gold for the birthday giveaway to beat 'em all. Proud as punch of their convarsalone of arcade hits Mega Twins and Bonanza Bros, these gaming Goldsters are joining CVG for the Computer and Video Games Mega 10 Out Of 10 Giveaway Bonanza!

How does the prospect of winning one of five (yas, five) Sony Watchmens or one of five (yas, f-i-v-e) Sony Oacmens grab you? That's right folks, we're giving away a grand total of TEN super Sony prizes together worth more than ONE THOUSAND POUNDS! (Wheel Whistla! Cor Blimey! That'll do for me, Bob!)







So what do you have to do to be the envy of all and sundry as you stroll around town hooked up to the very latest in portable entertainment action and owner of some seriously spunky Sony kit? Listen up...

We want you to send us a Birthday Card to celebrate CVG's ten years at the top. Not any old 50p special from Mr Arkwright's fine corner shop but an unbelievably gob-smacking mega card designed and drawn by YOU! You can draw anything you like on the cover, as long as either the Mega Twins or Bonanza Bros are included, the card looks great and gives us a bit of a laugh!

So grab your drawing stuff, find yourself a nice clean piece of paper or card, fold it in half, design that card, admire your incredible skill, pop the card into an envelope and fire it off to: CVG MEGA 10 OUT OF 10 GIVEAWAY BONANZA, COMPUTER AND VIDEO GAMES, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. We'll print a selection of the best entries and there's a prize each for the best ten! So what are you waiting for? Get going and grab those goodies!

**SMALL PRINT:** So, here we are in Smallprint Land once again where everything's cool and groovy and absolutely anyone can enter our amazing competitions unless they have anything whatsoever to do with either EMAP or US Gold in which case they can't or we get all upset and don't speak to them ever again 'cos all the usual CVG Competition rules apply which means the Editor's decision is final and we can't return entries even if you enclose an SAE and anybody who rings up to find out what we think of their card will be laughed at loudly and instantly disqualified 'cos we can do what we like 'cos it is our birthday after all...





## WIN A PC ENGINE!

**0839 500 843**

It isn't size that counts, and this amazing little boxful of games glory proves it! This little baby is so gob-smackingly good you've just got to have one, so grab that raprod end flippin' wall win one!



## WIN A MEGADRIVE!

**0839 500 842**

The hottest thing this side of the sun, Sega's sexy black box of brilliance is all you need for fun and games galore. You mean you haven't got one? Get on that phone and dial these delightful little digits to win!



## WIN A GAMEBOY! 0839 500 844

It's great, it's groovy, it's the most fun you'll find in your pocket! Join those lucky people who own Nintendo's mega mini machine by dialling that number and winning this little slice of brilliance!



## WIN A SUPER FAMICOM! 0839 500 845

Biggest and best, this machine is so amazing you'll go gaga when you grab one. So how do you get your hands on the superb Super Famicom? It's easy - you just call that number and win the little beauty!

**IF YOU'RE UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 36P PER MINUTE (OFF PEAK) AND 48P PER MINUTE (PEAK RATE).**

**It COULD BE YOURS TO KEEP FOREVER - THE EXTRAORDINARY PINBALL MACHINE THAT SETS NEW STANDARDS.**

**WIN THIS FABULOUS PINBALL MACHINE**



**Here's the Pinball machine that brings to life the biggest action film of all time with a dramatic musical score, staggering light and sound effects, breathtaking graphics, and speech from the one and only Arnie himself!**

**Packed full of some of the most exciting features ever seen in the UK, this is the most action packed Pinball game of all time. So don't miss out on this opportunity to win one soon.**



**DIAL NOW!**

**0898~333420**

This competition is open until 1st May 1992. If you don't pay the bill ask the person who does before you dial. Hytem Ltd, PO Box 1841 London NW1 0JS. Calls cost 34p per minute cheap rate and 48p per minute at all other times.

# REVIEW

AMIGA

£24.99

BY DOMARK

The crowd is gathering. Money is changing hands. The adrenalin is beginning to build. The lights dim. Shadows become silhouettes before stepping out of the darkness to reveal the muscular frames of the fighters: lean, mean fighting machines who will do anything and everything in the search for extreme violence and a big payoff. Such is the world of the streetfighter - a world captured in all its glory in Domark's conversion of the Tengen coin-op.

From a choice of three combatants, each with their own particular strengths, one or two players go into the pit and battle against the line-up of top brawlers, both male and female, who are put before them...

JP: KILL



Pitfighter has to be one of the most conspicuous arcade games around. With its use of enormous digitised, scaled sprites and ultra violence it was also going to be one of the most difficult conversions to produce. Thankfully, programmers Teague have

turned in a competent job. Graphically, Pitfighter is very good - not as awesome as the coin-op, but not far off with massive, reasonably smoothly animated characters. Special mention must go to the sprite scaling, which works remarkably well, helping in no small way to capture the feel of the arcade original. The same is true of the sound, with plenty of 'pof' and 'urgh's and a cracking tune. Where Pitfighter can be found lacking is in its control. It takes what seems like ages for the characters to respond to your joystick movements and sometimes they don't do anything at all! Having said that, you learn to anticipate movements and get the shot in before your enemy can do anything and it's at this point that Pitfighter becomes a satisfying, if not completely accurate, conversion of a fabulous coin-op.

PAUL  
RAND

## SELECT YOUR FIGHTER



**BUZZ**  
ARMED  
FISTS  
185 LB  
185 LB  
BODY SLAM  
HEAD BUTT  
KIDNEY



**TY**  
KICKBOXING  
CHAMPION  
185 LB  
185 LB  
SPIN KICK  
FLYING KICK  
ROUNDHOUSE



**KIDO**  
KICKBOXING  
CHAMPION  
185 LB  
185 LB  
COMBO PUNCH  
FLIP KICK  
BACKHAND

THE ROAD TO MONEY!

WE ARE  
10

# ▶ REVIEW

## PIT FIGHTING HEROES

The original Pitfighter coin-op allowed three players to fight simultaneously against both the opponents and each other. Due to the computer's restrictions, that number has had to be reduced by one - but there are still the original trio of pit fighters to choose from. Here they are, in all their glory.



## UPDATE

You lucky people! Pitfighter is coming soon on all major formats, so you too can kick ten bulls out of someone without getting hurt!



With Christmas just around the corner, it could be a straight scrap between this and Final Fight - reviewed last ish - for the number one slot in Santa's sack. Domark took on one mother of a task when they said they were converting this Atari coin-op, and thankfully the

results are pretty good! Tackling the arcade original's sprite scaling head-on, they've come up with a graphics system which just about eses the coin-op and looks pretty damn good on the Amiga when you see it first time. You'll find loads of features from the original included in the game - scrapping away in the middle of the crowd, these bloodthirsty so-and-soes will try to push you back in if you try to do a runner! Boasting some fine digitised graphics and well above average sound, Pitfighter has all the hallmarks of a great game, but is let down in the playability stakes by a control method which is a bummer at best and a bitch at worst. Once you allow for this, and you will, Pitfighter becomes a game you'll want to return to - but I have to say that US Gold's Final Fight just has the edge in the playability stakes. Try to take a look at both before you buy and decide which one's right for you.

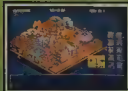
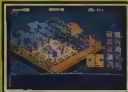
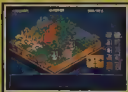
TIM  
BOONE

## AMIGA

GRAPHICS	84
SOUNDS	79
PLAYABILITY	76
LASTABILITY	81

OVERALL 80

BRUTALITY BONUS



# UTOPIA

THE CREATION OF A NATION



"The best game Gremlin has ever released." **94%**



"A cross between Sim City & Populous." **93%**



"Utopia is an excellent game."



**93%**

The next Generation in Godgames™



Ace Rated **920**

Can you create Utopia? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society - where everyone has a quality of life rating of 100%. Do you spend your money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all hursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.



Available on: PC (1992), AMIGA & ATARI ST/STE.

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.

# OH LORDY! IT'S

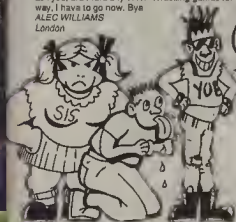
## BIRTHDAY BLUES

Dear YOB,

I have been writing to you lots of times to win £100 but I have never won it. The reason I have tried to win £100 is because I am saving up to buy something for my sister's birthday. I am going to get her a game for her Megadrive because when it was my birthday she bought me a game for my Nintendo. So please, please, please can you lend me £100 - not for me but to buy my sister a present.

Me and my sister buy CVG every month. In issue 116 we noticed a little mistake on page 48. The review of Heroquest received a HIT1 mark but overall it received only 87% and a game has to have 90% or more to become a HIT! Finally, I would just like to ask you, are there any WWF Wrestling games for the NES? Anyway, I have to go now. Bye

ALEC WILLIAMS  
London



PATHETIC,  
ISN'T IT!



YOB: OK Smart Alec, it's time for rad faces all round. Heroquest got the HIT1 'cos Jon can't count too well and ran out of fingers past twenty-toe. As for WWF Wrestling games for the NES - I've decided your letter is worth about 00% because you obviously haven't read our actual Preview which would have told you all about it! This means you're definitely not a HIT1 with the CVG crew and don't get any cash at all. Happy Birthday Sis.

## IDIOTS RULE, OK?

Dear YOB,

Are Master Systeme phased out? If so, do you want to buy one (seeing as you're a poor old YOB) because, having a Game Boy and a Megadrive, I have stopped buying Master System games.

OK

Stretford, Manchester

YOB: Have you been drinking the Feiry Liquid again? Phaaa out the Master Syetem? What are you on? Just take a look

## FILTHY FLEAPIT FROLICS

Dear YOB,

My name is Daniel, I'm 20 and I work in the cinema box office in Middlesborough. One evening I was a bit surprised by the behaviour of a small boy. He bought a ticket to see Cinderella, proceeded to Scream One and, ten minutes later, returned to buy another one. He went away again and returned to purchase a third ticket. Then he went away, returned once more and, yet again, came back and bought a fourth ticket. But by this time the show had started so when the boy came back to buy a fifth ticket I asked him "Why do you keep coming back and buying more tickets?" The boy replied: "Every time I try and get into the cinema some chap takes my ticket and tears it in half!"

DANIEL JACKSON  
Middlesborough, Cleveland

YOB: My name is Yob, I'm 603 and I work in a phone box in Skagness. One morning I surprised myself by printing a crap letter by Daniel Jackson without tearing it in half, throwing it straight in the bin, writing him off as a useless pain in the jackals and vowing never to visit the Cleveland Ecterie fleapit ever again.

## COMPO CREEPO

Dear YOB,

I once met Paul Glancey's sister-in-law's grandma's third cousin's nephew's sister's penfriend's auntie's late great uncle's twice-removed sister through marriage on holiday. Can I still enter the CVG competitions?

SIMON A

Accrington, Lancs

YOB: Yes, provided you mark your envelopes I'm Simon The Useless Part, enclose a tanner a time and don't ever expect to win a thing.

around you and check out all the fab titles coming out for this machine. With the likes of Xenon II and Super Kick Off, to name just two, I reckon the Master System's here to stay - so ask off to wherever anyone can stand you and count your aarf lucky every day that passes and nobody bats you up for having a brain the size of a walnut, OK?

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## SUPER SONIC SILLINESS

Dear YOB  
Listen up, because you and  
the rest of the gang at CVG

### SOCCER? WHAT A BALLS-UP!

Dear YOB,

Now I am not one to hang on constantly about the lack of variety found in Megadrive games. I can tell you that I love playing Zero Wing, Hellfire, Gynoug, Fire Mustang, Thunderforce I and II, XDR, Truxton, Curse, Darwin 4081, Grenada X, Insector X, Flying Saucers, Musha, Whip Rush, Phetios and Tara! Tara! Tara! just as much as the next man. Indeed, I cherish my little black and plastic number, my Megadrive, and often demonstrate my love to it through its cartridge slot. Come to think of it the circuits don't seem to be running as smoothly as they used to. As well as my physical devotion to my beloved beauty, I often like to buy it gifts and the single present I would most like to buy it would be a decent football game. I have shrewdly studied, scanned and scoured your sapient magazines and noticed that on other formats there are loads of great soccer games. Kick Off and Kick Off 2, Formation Soccer, Soccer and tons of others found on home computers.

The Megadrive is left with incredibly crap Italia '90. Kick Off 2 is even going to appear on the Game Gear, so I am sure it is not down to technical deficiencies on the Megadrive that a good football game cannot be produced for it. So please could you tell me if there are any decent soccer games coming out on the Megadrive and if there are not can you explain why the hell not!

DAVID CARTER

Woodlands, Southampton



YOB: I asked the boys about this one, and the word from the CVG soccer yobboes is that anybody who makes Megadrive and doesn't make sure there's a conversion of Kick Off available for it as soon as possible has got to be right off their soccer rocker! I don't know anything for sure 'cos nobody will tell me, but somehow my Spidey sense tells me you won't be a poor, sad, soccer-starved Megamaniac for too long - provided you find yourself a girlfriend before your machine gets too shagged out.

ere in BIG trouble. My mate has recently bought a copy of your magazine and thought it was time to get rid of his Atari 2600 and buy something a little more stylish, so he went and bought himself a Megadrive and everything was fine until he saw a review in your magazine about a certain character called Sonic.

This changed his life dramatically. Thanks to you and your gang my mate has had his hair spiked up and dyed blue and keeps on doing forward rolls and then jumps up at the curtains, lying to rip off the rings that hold them up. Also, instead of his usual chant of "Cowabunga!" he now says "Totally Sonic, Man!"

Well, you'd better lock your door tonight, YOB, because myself and my mate's mother are coming for you, armed with an electric razor and shears and if we catch you we're gonna turn you into a nice young gentleman with a stubble-free face as smooth as a baby's bottom. Shake in your slippers, creep.

NEIL GOWEN

Portlough, Mid Glam

PS Are you married?

YOB: Are you asking?

### DOES SIZE REALLY MATTER?

Dear YOB,

I am 13 years old and have a 32K BBC and a Sega Game Gear, both of which I use a lot. Ignoring the BBC, there is only one thing that irritates me: Machines like the Lynx and Game Gear are perfectly capable of producing excellent graphics, but I have yet to meet a great deal of people who think that having a handheld means having a proper console. Mostly their attitude is "Okay, so when do you get this console then?" Down my neck of the woods, some see it as an expensive version of one of those Systema jobbies that you can get down at Argos for £5.99!

Ok, so maybe it can run on virtually any power source you can throw its way and is no bigger than a very large box of fags, but the Game Gear still has 32 on-screen colours from a palette of 4096 (bigger than that of the

054



Megadrive!) and totally wicked sound (the end tune on Shinobi, for instance) Does its size alone mean that it is too small to be taken seriously?

Incidentally, do you know of any plans to release Sonic The Hedgehog on the Game Gear (date it possible, please)?

NIAL MASON

Woodthorpe Nottingham

YDB: So your mates reckon handhelds aren't proper consoles, eh? How come they've now got their very own magazine (han, free with CVG? Don't your miserable mates look stupid now? As anyone with any sense will tell you,

## BIRTHDAY BLUES 2 - THE REVENGE

Dear YOB,

I have written this letter to you because you are the only hope that I have left of getting Shinobi for my Sega Master System. You see I have just had a birthday and I was looking forward to someone sending me loads of dosh so that I could buy the game but, alas, nobody sent me any money.

I was broken-hearted, but didn't tell my Mum or Dad that I was disappointed because I didn't want to upset them. They don't even know that I've written this letter to you. Please, please send me the game, YOB. If you do I will be in your debt for eternity because my birthday is the only chance I have to buy games because they are so expensive

PAUL PETERS

Wellborough, Northants



YOB: So you think you're hard done by, eh? All I ever got for my birthdays was a clout round the ear and an empty tin of sardines - and that was from the postman. Actually, I tell you this: Auntie once bought me a pair of bovver boots, but I was too young to tie the laces and crawled around the cot with them hanging off my feet. Still, why not look on the bright side - if you always get crap presents you'll grow up to be just like me - a stingy git who reckons you'll have to grovel a lot better than that before you get anything more than an old bovver boot up the backside...

# MAILBAG

gaming on the go is the best thing since curry powder and margarine sarnies, so I suggest you have a few for tea and fart loudly in the general direction of anyone who doesn't realise what mega machines handhelds really are. Handheld Sonic? Sega always have plenty of aces up their sleeves, and the cute little critter could soon be turning up in all sorts of places. But what's all this about the Game Gear's colour palette? If you really believe that claptap I think you need a large Vindaloo, plenty of Andrex and two tins of air freshener to cure your condition. Next...

GISSA  
CONSOLE,  
GO ON...

♪ YOU'LL NEVER ♪

Dear YOB,

Please could you print this letter for me. Me and my friend entered a competition to win a Megadrive and my friend won. Thing is, he has already got a Super Famicom and a Sega Game Gear and now he has the Megadrive as well.

Please, could you send me a Megadrive. I would be very happy if you could send me one as I have not got a console or computer but I am still a big fan of CVG

CHRIS STEPHENS

Bools, Merseyside

YOB: Dear Chris Stephens' Friend,

So you're a moneybags gamesplayer, eh? Here's how to exploit your poor mate and make oodles of dosh with which to buy more consoles and games. Just charge the little oik 10p every game he plays on any of your machines (20p for new titles) and watch that cash roll in! Sad thing is he'll have to pay you out of his pitiful pocket money and won't have much left after buying the stamp on his crap letter to me. Oh well, you can't win 'em all...

♪ SCROUNGE ALONE ♪

HAPPY  
HANDHELD  
HILARITY

Dear YOB,

Seeing as you print letters from other countries, I expect this letter to be printed because it comes all the way from that tropical, foreign town of Torquay in Devon. Anyway, I have recently sold my Amiga and intend to buy a hand-held console, so

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please could you help by answering these questions

- 1 What is the battery life of the new Lynx II and is it worth getting?
- 2 Are there any plans for a colour Game Boy?
- 3 When will the Lynx II be available in the UK and where can I get an import from?
- 4 Taking into account size, battery life, graphics, sound, value, colour etc, which would you recommend out of the Game Boy, Game Gear, Lynx, Lynx II and the GT?

Lastly, a month ago someone sent you a killer elastic band. Well, if you soiled your Y-fronts over that then wait until you see my pet killer bumble bee enclosed with this letter!

**MARK WILLIS**  
Torquay, Devon

PS If you don't like him, send him back otherwise I'll cry and not be able to sleep at night!



**YOB: 1. Longer than normal. Yes.**  
**2. Um, yes, well, maybe...**  
**3. Now. Anyone who hasn't sold out.**  
**4. Depends what you want and how much cash you've got to spend, which is probably not much if you keep sending pathetic plastic bumble bees through the post and wasting everybody's time with crap questions.**

## WHAT A LOAD OF WAFFLE

Dear YOB,  
 I have written to you so that you are well informed of your debt to my company. As you know line well (Eh? YOB) I am Mr Tatty, the manager of Wafford, the waffle mail order company in Tibet. As soon as we received your cheque we went straight to the bank and it bounced. When I arrived back at the office it was too late, Mr 'Pigeon Brain' Versatile (one of our workers) had sent your order away!

To jog your memory here is what you ordered.  
 1. 40 Waffles (special price) - £20.40  
 2. Psychadelic Flower Power Waffles - £25.40  
 3. 'Are You Trippin' Trandy Homeboy' Waffles - £35.00  
 4. 30 Triangle Waffles with 'Hay Mr Waffle Man, Can I Lick Your Dimple?' - £20.00

That makes a total of £100. Pay up or I'll be back.  
**SCOTT WILMOTT**  
 Lanarkshire, Scotland

YOB: Wera you aver hera?

056

**YEEHAA! What a package I've got this month - six whole pages all to myself, stuffed full of the lively letters you lot keep bothering me with. Anyway, keep sending your liveliest laffs along to YOB'S CHUCKLE-CHOKED MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's £100 up for grabs to whoever I reckon deserves it, which this month is nobody at all 'cos the letters stink worse than my socks...**



## SILLY SQUABBLES DRIVE ME MAD!

Dear YOB

I'm just writing to say that I hate the way a lot of people who write into your Mailbag put down other computers and their friends' computers.

They can't be much of a friend if they have the cheek to write in and put down their friend's computer. So maybe the Master System isn't brilliant but it's a damn sight better than what they've got to say.

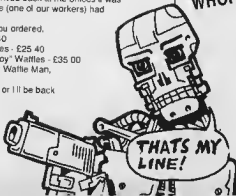
**LIAM FLETCHER**

London N8

PS I just bought Sonic The Hedgehog and Hard Drivin' for my Megadrive and both are supercool.

**YOB: Liam, my lad, a six-week old cheese sandwich is better than anything you've got to say. If you think the Master System is so utterly amazing, why did you upgrade to a Megadrive? Doh!**

**WHOOPI!  
 WHAT A  
 WHOPPER!**



Dear YOB,  
 I am just writing to let you know what a cheek Neil J. Smith of Ashford, Middx is. Remember him? He wrote that lovely, long letter to you in CVG no 117 entitled 'Come On, Play The Game', or so he would have us believe. In fact it is a complete word-for-word rip-off of a letter printed in the May 1991 issue of the American magazine GamePro (which I enclose to prove my point). Please could you mention this in your next issue to let



**YOB:** Oh dear, naughty Neil! What have you got to say for yourself, you 'or-rible little Mailbag fraud! Well, gal out your water-proof boxer shorts 'coo I've passed all this on to Game Pro's Copyright lawyers, who should be knocking on your door right about now.



## MARIO MANIA

Dear YOB,

I was wondering if you could answer me one simple question. You know the Super Mario game on the Nintendo? Well, I was wondering if you can tell me why they have not made Super Mario Bros for the Amstrad CPC4647. Please let me know if they have one planned.

IAN WESTLEY (AGED 8)

Wolverhampton, W Mids

**YOB:** Funnily enough, my contact Mr Ichinacka in Japan has just send me a red hot fax with news that Ametrad have bought the license to convert every Mario game to their machine! Not only that, Ametrad are releasing the incredible Famstrad adaptor which allows you to play Famicom games including Super Mario World on your computer! So when can expect to play all these wonderful games? Probably never, 'coz I just made it all up!

Sorry Ian, but if you want to play Mario you just have to get a Nintendo, 'coz there are no plans for your hard end mine to make it onto any other machine. So your chance of playing Mario on your CPC are as slim as our next contestant having any brains...

## GIVE US A TWIRL, ANTHEA



Neil and anybody else for that matter, know that they can't get away with trying to snatch a quick £100 for them selves when there are for more discerning readers ready to catch them out!

**WAYNE SIMPSON**  
Wexham, Clayd

**YOB:** Bruce, listen to me. You know you can get into eeri-ous trouble writing letters like this to magazines. Some people might get the wrong idea, decide you were actually quite funny, give you decent shows to host on TV and think you weren't a talentless dumfrit after all. Awright my luvv?

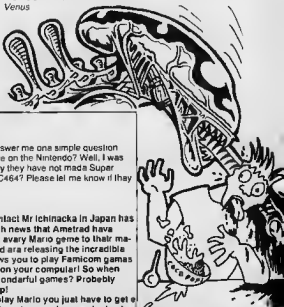
**PS** Thanks for nothing! Even bits of crap are better than Little and Large...

## ALIEN ANTICS AHOY!

Dear YOB,

I am a Martian from Venus, colony 33BG (33 Boring Gas), ID number 7654123875. Our colony gets one copy of CVG every month, only there is one problem. Our pages are censored and as I am on the censor team I am exposed to some terrible words. Crap (Crap? YOB) is one and Git (Git? YOB) is another. We would like to know why our brilliant ZX81s have not had any reviews lately and, when they do, get only live to seven per cent overall as opposed to 90-100% on Amiga and Famicom games. We also have a crap letter department. Bongo the Clown is C R A P in capital letters. We are sending a crack team to Purley, Sussex with orders to blow Bongo's head off and blast it into orbit around Mars then off to a galaxy far, far away called Galaxy Delta Zeeba Bieeba and put into orbit around Zieeba 14 and then we are going to blow his crap VIC 20 with brand spanking new 3K upgrade up to join him.

**MONGOL THE MARTIAN**  
Venus



**YOB:** Remember, kids - this is what happens when you eat too many Coco Pops for breakfast.

Dear YOB,

How's life these days? (Not bad - YOB). Well, there are just two things I want to say. Firstly, what a steaming bowl of curry diarrhoea Marco Gohring is, you know, the one from issue 117. (It's Gehring, you plonker! - YOB)

Finally he tells some tripe about having a huge amount of computer and console equipment. Then he complains about the price of CVG (even though he seems to have enough money to buy Fort Knox). After that he bumkicks Ricky Leadbetter and to finish it all off he tells us he's a Kyle and Jason fan!

Secondly, what's happening to Mean Machines? It's becoming like Amateur Photographer, what with all those car crash photos.

**BRUCE 'CHIN' FORSYTH**  
Pontianfrath, Gwent

**PS** I find Yob's Mailbag the most entertaining 10 minutes of every month. Even the crap bits are better than Little and Large

057

## ELVIS EXPOSED!

Dear YOB,

May Allah bless your smelly armpits! For many moons you made CVG readers believe that YOB is your real name. However, after casing many powerful and arcane spells, I have discovered that you are really Elvis Presley!

I am your most devoted servant, O' King of Rock and Roll, for you are truly the funkiest being in the universe (except, of course, for Jim Bowen)

DAVID NICHOLAS

Sancton E Yorks

YOB: Well it's one for the money,

Two for the show,

Three to get ready,

Now go, you prat, go...



SO WHERE'S  
THE DOSH,  
DAD?



Dear YOB,

We write this letter to try to expose the sheer crapness of our friend's dad. After saving his hard-earned money for six to seven months Stu decided to purchase a kosher, well spoony Super Famicom. However, his dad, in true crap style, did not approve and soon we had a tip that Stu's pocket money was to be cut. Sure enough, the following month Stu's pocket money was reduced from £32 to £10 which stopped him from buying any new games.

The question is why is he such a tight ass, cheapskate sod? For example, recently while having a cup of tea at his house (we brought our own tea-bags) I discovered that the sugar had actually consisted of chalk with sugar sprinkings on top. I did not dare examine the chocolate mousse which he claimed was his own recipe.



Anyway, at this very moment we are preparing for our next mission by donning our cunning disguises (tight worn on the head, Dirty Harry sunglasses and essential rubber leotards). We will then drive down to Stu's house in our custom-built Manna. On arrival we will break in and tie up Stu's dad. Following this we will slap him across the face with wet towels and leather gloves for three hours. Until we write again!

058

ANTI-CRAPPER CREW  
Near Stu's House

YOB: Who says computer  
games are bad for you?

## ANOTHER PRIZE LOSER

Dear YOB,

If you don't give me that hundred pounds prize I'm not going to believe you give it out at all and just write that you do so that people will write in to you. Also I'll get my gang of Mr Nintendo, Mr Alan, Mr BBC and Mr Curly to duft you up.

Also I think Segas are completely crap, because when I went to Mr Nintendo's house he showed me a page in a crappy Sega Power magazine where the whole page was covered in jokes about Nintendo owners, such as 'How do you confuse a Nintendo owner? Put P T O on both sides of a piece of paper.' So anyone who has a stupid Sega are absolute dimbos. Also, I'd like everyone to know that David Flinn and Timothy Thomas are as stupid as a half-baked potato because they own Segas and I think Nintendos are crap.

MR BUUARD

Llandaff, Cardiff

YOB: O: What's more annoying than people from Llandaff?

A: Nothing I can think of.

## POOR POETRY CORNER!

Dear YOB,

As you may have bloody well guessed, this is just another feeble attempt to gain that renowned one hundred pound note! Here's my effort.

Kicking ass, it's your ambition  
Every day of your sad life, you're on a mission  
To fight to death and mutilate all readers  
And hang by the privates all non-believers  
Violence, destruction and weakling abuse  
A daily regime of console misuse  
Showing it where no long arm could reach  
And only retrievable by use of a leech.  
The holder of great knowledge and a foul tongue to match  
Owner of all diseases which your arm was to catch...  
Contaminating people at the rages you throw  
And all the above reasons are why we hate you so!

That piece was called 'The Compliment'

BARRY WHITE

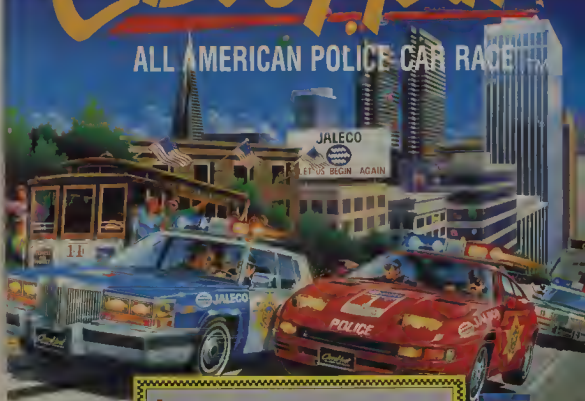
Head of the long-forgotten Death Vader and Yoda Appreciation Society and Completely Insane Roleplayers Posse  
PS Is Paul 'Posing Pouch' Glancey any relation to Irwin R Shers-  
I'm of WWF Wrestling fame? The visual resemblance is mind-  
numbing



YOB: Are you any relation to Jeremy Beedle?

# Cisco Heat

## ALL AMERICAN POLICE CAR RACE



**I**t's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism... The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top class drivers can make it - so hit the gas pedal and race for glory.



Image Works, Irvine House, 118 Southwick Street, London SE1 6SW. Tel: 071-933 1494. Fax: 071-593 2414

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© 1991 Microsoft Ltd Image Works is a brand name of Microsoft Ltd.

# WIN!

## AFTERBURNER

- IT'S MASSIVE!
- IT MOVES!
- IT'S YOUR OWN FLIGHT SIMULATOR!
- IT'S INCREDIBLE!
- IT'S AWESOME!



CALL 0839 550036

# NOW!



CALL 0839 550037

# WIN!

THIS RAPID  
RADIO  
CONTROLLED  
TRUCK!



CALL 0839 550038

IT'S INCREDIBLE

STRAIGHT FROM  
THE USA!

0839 550039

THEY'RE  
WILD

A PAIR OF  
SUPER FAST  
ROLLER BLADES

# WIN!

## MOUNTAIN MADNESS!

### PRIZE ONE

A MUDDY FOX  
GENT'S BIKE  
PLUS A LADIES  
BIKE!

### PRIZE TWO

A K D'S MUDDY  
FOX, MOUNTAIN  
BIKE!



PEDAL  
PUSHING

CALL 0839 550040

CALL 0839 550041

# WIN!

### THIS STUNNING CAMCORDER

- MAKE YOUR  
OWN VIDEOS
- YOU COULD  
BE A MOVIE  
STAR!



CALL 0839 550042



# BATTLETOADS



I GOTTA CRAWLING FOR  
ACTION! TAKE US TO THE  
RAMPAGE, CRUNCH!



Simple.



**C**OWABUNGA, TOADS!  
They're going to be two  
of the hottest titles to hit the  
NES... and we've got Exclu-  
sive previews on the pair of  
em! Turtles... and Battle-  
toads should both be touch-  
ing down on a Nintendo near  
you in the near future... and  
they're both looking totally  
fab!

Plus as usual, we've got-  
ten hold... pre-production  
carts for a close look at the  
thrills... action from your  
way soon. So... uh... A... har-  
edo... let's get that lowdown.

# VS



'CUSE IT'S ONLY LUCK THAT  
GOT YOU THIS FAR...  
BUT NOT THIS FAR!

SELECT YOUR TURTLE



# TURTLES

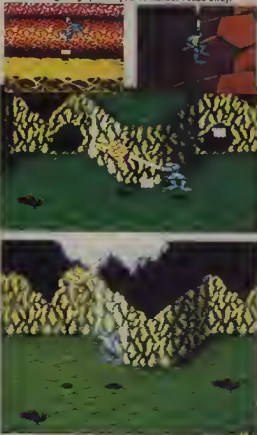
# PREVIEW

## TOADALLY RADICAL!

If you thought the Teenage Mutant Hero Turtles were big, you ain't seen nothin' yet! Move aside greenbacks and make room for another bunch of amphibious buddies - the Battletoads!

This duo of space-faring mutants are already hot property in the States thanks to an all-out marketing campaign including a cartoon series - and just after Christmas there'll be an NES game available, too!

First as usual, we've gotten hold of a pre-production version of the cart - due for release in the early part of 1992 - to give you a sneaky peak into just what the three frog-like funsters will be getting up to on your Nintendo. Toads away!



## TOADS IN A HOLE...

Being real party animals, the Toads will travel anywhere to have a wild time. And you don't get more remote than Lost Vega, the leisure station on the outskirts of the star system. Blame it on the booze, blame it on the mesmerising moves of the Thallian Thorax Dancer, but the boys stand motionless - in awe of the sight before them.

Only it isn't the dancing which is causing their hypnosis but the spells of the evil Dark Queen, disguised as the alien groover. Before they get the chance to defend themselves, the Dark Queen captures one of the Toads and whisks him off in her battleship, the Gargenilus, to the planet Armagedda.

The remaining two Toads, now fully recovered, race to their mentor, Professor T Bird, aboard the good ship Vulture. Telling him of their buddy's plight, a plan is formulated to fly to Armagedda, run the gauntlet of the Dark Queen's fiendish guards and the numerous traps she'll no doubt have placed around her kingdom and, hopefully, rescue their toadnapped pal before it's too late!



## TOP TOADIE TROUBLE!

Battletoads on the NES is a rip-roarin' multi-level blast featuring exquisite graphics, plenty of attacking moves including punches and kicks (when these moves are activated, the respective body parts swell up to massive proportions for a mega-smack to the chops!) and lots of different, collectable weapons, all chucked together with a plethora of different game styles.

From the first level, a traditional left-right beat 'em up to the second which has the Toads bobbing down a mine shaft whilst dealing with an onrush of evil bees, and beyond to such stages as an airbike ride through moving obstacles, the action never stops. This game looks to be one tough cookie to crack, but luckily your Toads are equipped with a couple of continues to make reptile retrieval a tad less difficult. We reckon this is definitely one to look out for!

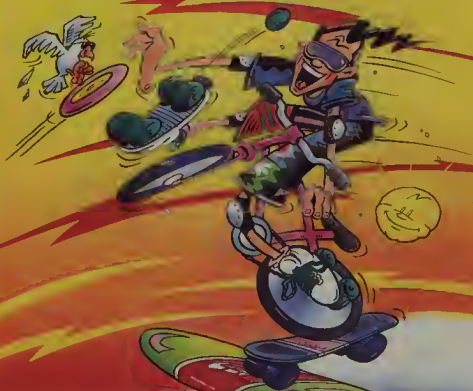


VERSION  
NINTENDO

PRICE  
£ TBA

# CALIFORNIA GAMES

*Can you ride it out?*



Nintendo  
Entertainment  
System

MB



Official  
Nintendo  
Seal of Quality



NOW  
AVAILABLE  
BATTLE  
YOUR WAY  
THROUGH TIME

TIME LORD

Yo! All you radical dudes. Six crucial games of skill from those wacky Californians. Can you ride the tube? Can your skateboard do a gnarly flip? Will you flake out on two wheels? California Games. Check it out. Ride it out. Or wipe out.



# COMPUTER & VIDEO GAMES

THE  
FIRST FUN  
COMPUTER MAGAZINE

## SPACE INVADERS! TAROT

Games and Programs for  
Pc, Apple, Tandy, Sinclair,  
Atari, Vic, plus many more

## SOLVE THIS AMAZING PUZZLE AND WIN A VIC COMPUTER

## CHRISTMAS TOYS

Read the 2-day schedule.

PLUS  
CHESS & OTHELLO  
AND GRAPHICS AND SOUND  
LEARN PROGRAMMING  
and much, much more

## WIN YOUR OWN ARCADE GAME

Incredible though it sounds, CVG celebrates its tenth birthday this month! A whole decade - virtually a lifetime in computer industry terms! JAZZA RIGNALL climbed down those dark, twisting stairs to the dusty and cobweb-strewn CVG vault to find out what was there

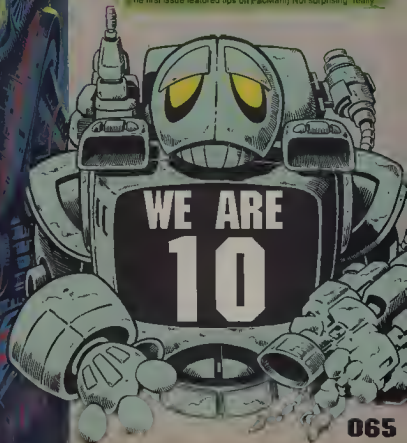


## ISSUE ONE - HOW DID IT SURVIVE?

Looking at the first issue of CVG it's amazing to see how much things have changed. At the time I might have been the most happenin' of mags, but these days it looks so-o-o boring. It's truly dire! For your 75p you get a full three pages of reviews in the magazine - complete with no pictures or ratings! Apparently the person who designed the pages didn't like using screenshots and insisted on using drawings and illustrations instead. What a dire! It's the same for the news, too - pages of boring text and lacky little drawings! They really didn't have much of a clue back then, did they?

Most of the magazine is taken up with your ~~invaluable~~ horrible BASIC programs usually packed full of bugs, and were always a pile of old crap when you finally got them to work! Other high lights included the Adventure Column (boredom central), puzzles and crosswords, a column on using BASIC (ugh) how to make graphics (yawn) and an article on how to build your own computer (zaaagh!).

The only column that has survived the decade is Arcade Action - the first issue featured tips on PacMan! Not surprising - really.





Carl it's an Atari, complete with tape deck and cheap joystick. I've got one just like it at home!

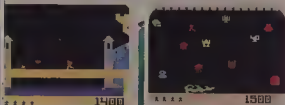
## SO MUCH FOR SO LITTLE!

Back in 1981, an average computer cost about the same as an average computer does these days. However, you got far less for your money! Commodore's VIC 20 cost £189.95 (plus £44.95 for a cassette deck to load and save stuff), and came with a piddling 5k of memory, one-channel sound and 16 colours!

At the cheap end of the market, the ZX81 was available for only £89.95 - but you had to put up with 1 kilobyte of memory, no sound and only 2 colours (black and white)! If you wanted to expand the memory, a 16k memory pack was available for a mere £49.95!

In the March '82 issue, the Acorn Dealers Association were offering ZX81 owners a £20 trade in on a new Acorn Atom. This piece of advanced computer equipment came with its own typewriter keyboard (cor!) and double the memory of a ZX81 (yes - 2k!). Acorn supplied it either in kit form for £140 or if you could afford an extra £34 it came ready-built. Of course, if you really wanted to throw your money around you could spend £289 on the fully expanded 12k machine. Just think - you can get an Amiga with 512k for that price now!

The best computer available at the time was the Atari 400, which boasted 128 colours, 16k of memory and three-channel sound! However, it cost a wallet-bustin' £345.00, and you needed to buy a £50.00 cassette recorder on top of that!



▲ Early games on the Mattel system. Great in their day!

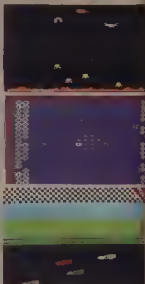
## HISTORIC QUOTES

"VIC 20 has 5k of memory expandable to 29k (That means you can put in an almost endless amount of information)." - Ad for the VIC-20 published in November '81

"Don't be a Nerf! Buy Intellivision! - Mattel advertisement aimed at Atari VCS owners.

"Announcing more exciting programs for the BBC!" - These words appeared above an ad for Shirley Conran's Magic Garden and BCPL (the exciting Business Computer Programming Language).

"The right choice for real computing - Oric 1" - ad for the ill-fated Spectrum beater which turned out to be the wrong choice for any type of computing



▲ Vic 20 thrills 'n' spills!

"Obscurely built out!" - Ho ho ho. The catchline on the ads for the Elen Enterprise, a computer which spent so long getting off the ground that even it's built-in rubber joystick couldn't steer it away from oblivion.

"I'd like to design the cabinets for video games machines and perhaps the games themselves." - A level student Julian Rignall, after winning the 1983 Arcade Games Championship. If only we'd known then what we know now.

## CVG'S BIGGEST DISASTER

There've been some good CVG covers and some bad ones but by far the worst was the one which (dis)graced the front of the October '82 edition. Designed to look like a newspaper (complete with 'humorous' stories which were about as funny as having vegetables stuck up your bum), and with the Computer and Video Games logo shrunk to miniature proportions, it was completely missed by many regular readers who thought that it WAS a boring newspaper - and sales for that month dropped disastrously!

## A STARTER FOR TWO...

Timothy Boone's first foray into the wild n' wacky world of publishing was in the Feb 1983 issue, when he had one of his spectacular type-in creations printed in these hallowed pages. Krazy Kong was its name, and it was a sad Commodore PET version of the fourth level of the coin-op. Utilising a full 8k worth of memory, this tip-roaring lousier buster played fair with the type-in types and earned our men a staggering "it was grand", quoth Tim, "it worked - and all my mates played it." Chuffed by his lame and fortune, Tim followed it up with his very own port across to the Spectrum, complete with whiffy UDG graphics - and CVG printed it again for another £10!



▲ Mario then...



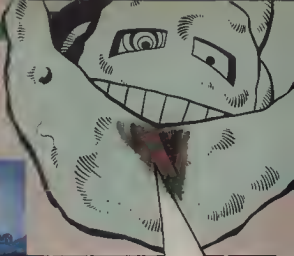
▲ and now!

Jazza Rignall shot to fame in the 1983 National Arcade Championships. Having quailed with an unfeasibly large Defender score, he blew away the opposition on the "mystery game", Gy-russ, and won himself a Gaega arcade machine in the process. The only thing that marred the day was the fact that he forgot his hair gel, and his normal spiky locks dropped into a sad pudding basin shambles. Chemp? Chump, more like. Jezza feded back to relative obscurity before a midnight phone call changed his life and the arcade action man discovered he could write as well.



## THE CRAPPEST FREE GIFT EVER

The worst free gift CVG has ever given away must be the free white plastic rod that was stuck on front of issue two. This piece of white plastic was "specially designed" to help you when you typed in one of the fabulous listings printed inside the mag - just stick the rod under the line you're typing in and you'll always remember where you are. What a waste of time, space, money and natural resources!



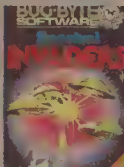
**SOFTWARE HOUSES WE ONCE LOVED BUT UNFORTUNATELY CAN'T REMEMBER ANY MORE BECAUSE THEY DON'T EXIST**

## BUG BYTE

This Liverpoolian sofco started off in 1982 with Acorn Atom conversions of Space Invaders, Galaxians, Lunar Lander, Fruit Machine, etc (the classics of the day). Then stalled on VIC 20 software.

**VICMEN:** A spot-on, uncensored conversion of PacMan which didn't find much favour with Namco and was promptly taken off the market. Bug Byte later went on to produce a stupendous ZX81 maze adventure called Mezogs (the last Spectrum game on the market, Spectral Invaders (a version of Space Invaders) and a lot of top games for the BBC Micro including Twin Kingdom Valley.

**MANIC MINER:** Possibly their biggest hit ever, this game disappeared from their catalogue when its author decided he could make more money if he sold it to Software Projects.



▲ Two early classics from Bug Byte, who have since bitten the dust...

▼ Oooh! Don't those graphics just make you squirm?





## HEWSON CONSULTANTS

Another software house which started with the ZX81 and had great success with Spectrum, C64, Amstrad, Amiga and ST software! At one point, popular opinion held that Hewson were the longest surviving British games company, until the company closed earlier this year. At the pinnacle of their success they were the publishers of such classics as *Legend of Avalon* and *Nighillia* on the Spectrum, and *Gold's Gribbly's Day Out*, *Paradroid*, *Uridium*, *Alleykat* and *Ranarna* and *Ralsatia* Cecco's *Cyberoid*, *Cyberoid II* and *Stormlord*. Ah, the memories.

Crumb! MSX was the name of the game. 'til everyone realised that nobody was buying 'em!



## PSION

Psion are still around, of course, selling electronic organisers and personal computers, but in the early days they knocked out some top Sinclair product. Who can forget the amazing *Flight Simulation*, *Chequered Flag*, *Match Point*, the *Hungry Horace* series and *Scrabble*? They later helped out on Sir Clive Sinclair's dull QL project, producing the software that came with the machine before turning their attention to more profitable lines of business.

## JK GREYE

Started life as the purveyors of top quality ZX81 software. Anyone who ever owned the Black Cigarette Box will never forget the thrills of 3D *Monster Meze* and 3D *Defender*. When the ZX81 started to run out of steam they changed their name to New Generation Software and released such minor Spectrum hits as *Escape 3D Tunnel*, *Trashman* and *Knot In 3D* as well as *Shoot The Rapids* and *Cliffhanger* on the C64 before sinking without trace.

## TOP GAME TITLES OF ALL TIME

Looking through some old issues of CVG, we can see numerous ordinal titles for numerous oddball games. There may well be a few we've missed, in which case why not send 'em in (and remind us), but here are the most memorable.

◀ Blam! Light rifles like these were supposed to revolutionise gaming. Where are

## IMAGINE

Probably the most famous software top ever. Their first Spectrum release, *Arcadia*, was a very addictive shoot 'em up but to say the quality of the games which followed were "uneven" would be an understatement. *Schizoids*, *Frankie*, *Wacky Wall-lah*, *Zip Zap* and *Slonkers* were comparatively dumpy, but still the company hyped up the public with full page adverts detailing what type of sandwiches their programmers/designers/musicians ate, and they even got on national television in a news piece about the wonder of computer whizz-kids earning loads of money for programming games. Of course, because Imagine weren't producing many games which were worth buying, the whizz-kids weren't earning loads of money for long. In the midst of two 'mega game' projects (advertised as *Psychapse* and *Bandersnatch*) the company crashed spectacularly and the dream of boy programmers becoming computer pop stars was over.

### SLR

(STACK LIGHT RIFLE)



AS SEEN ON T.V.!



WE ARE 10

## QUICKSILVA

Quicksilver were there at the start, with versions of *Defender* and *Arcadia* for the ZX80 and ZX81 (both "WRITTEN IN MACHINE CODE TO ENSURE FAST FLICKER FREE GRAPHICS"). They went on to produce two of the first Spectrum games, *Space Invaders* and *Meteor Storm* (which even gargled the words "Meteor Alarm!" at the player), as well as *Time Gata* (a 48k 3D space trek which was very big in its day) and *Anti Attack* (stylish arcade adventure set in a city full of giant insects). Things went downhill a bit when Quicksilver began branching out into BBC and C64 games, and their parting shot was *Gryphon*, a very pretty 64 game by Tony Crowther (who latterly programmed *Captive* on the Amiga), which was bugged to oblivion.

### METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

Llamasoft got a bit too weird with this bizarre episode of llama destruction (or possibly inspired by exotic herbal cigarettes).

**DEUS EX MACHINA** Automata's experimental odyssey into concept games which was synchronised to the taped voices of Jon Pertwee, Ian Dury and Frankie Howerd, amongst others.

**DADDY'S HOT ROD** Actually, this is a driving game, programmed for the Texas Instruments TI 99-4 by Lantier Software (Games That Shine). 'Gurgle Dad's' and 'Pie' (yep, it's stacles!) Suitable for all ages! Reluctant as you are!

**ATTACK OF THE COMMUNIST SPACE MUTANTS FROM MARS** or, something. An American game which ran on an Alan VCS tape system!

**MR WONG'S LOOPY LAUNDRY** Good clean fun. An Ark Computing title wasn't long before they were all washed up, though.

**H101**  
**ANNIVERSARY**

**COMPUTER  
+ VIDEO  
GAMES**

**PARA  
7**

# AWESOME!

## WIN AN AMIGA 500, 20 MEG HARD DISC AND A MASSIVE 37" TV MONITOR!

THIS HAS GOT TO BE THE BIGGEST AMIGA COMPETITION THERE HAS EVER BEEN! NOT ONLY ARE WE GIVING YOU THE CHANCE TO WIN AN AMIGA 500 COMPLETE WITH 20 MEG HARD DISC AND JOYSTICK, BUT YOU'LL ALSO RECEIVE THIS ENORMOUS MITSUBISHI 37" TELEVISION! THIS WILL GIVE YOUR AMIGA GIGANTIC GAMES GRAPHICS, BUT YOU CAN USE IT AS A NORMAL STEREO TV TOO! THE PRICE OF THIS LITTLE LOT WOULD BE £4000, BUT WE'RE GIVING YOU THE CHANCE TO WIN IT ALL!



## CALL 0898 224 888 NOW!



## WIN THIS GRUESOME PREDATOR MASK! CALL 0898 224 889

Calls cost 36p (cheap rate) and 48p (et ell other times) per minute including VAT. For winners list send a SAE to: Populuxe, PO Box 2065, London, W12 9JH. 0898 calls are more expensive than normal so please ask permission before you call.

\*Services involve a series of questions followed by a tiebreaker, the winner will be the entrant judged to have the best tiebreaker.

## TURTLES

Cowabunga! After the immense success of the comic, the cartoon series, the movie, the plastic toys, the soap-on-a-rope, the other spin-offs and, of course, the original console and computer game, Raphael, Leonardo, Michaelangelo and Donatello will be storming back onto monitor screens across the country in *Turtles 2 - The Coin-Op*.

A conversion of the smash three-player arcade game, *Turtles 2* features the four heroes in a half-shell in a race against Shredder and his Foot Clan, who have kidnapped ace reporter and friend April O'Neil and spirited her away into the depths of the city. All your favourite TMNT characters including Shredder, Be-Bop and Rocksteady, Professor Baxter Stockman and Krang, not forgetting that quartet of totally radical dudes, make an appearance, along with legions of those dreaded Foot Clan-nars.

We've taken a look at *Turtles 2* on the NES and a variety of computer formats as part of our great lowdown round-up, so let's see how they fare!

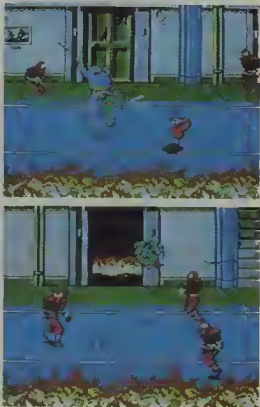


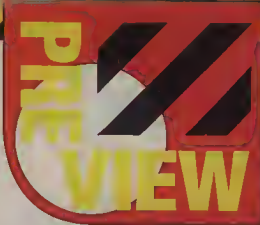
## THE NINTENDO GAME

Whoa, dude! The NES version of *Turtles 2 - The Coin-Op* is a multi-leval extravaganza including so many features from the original arcade machine you'd swear someone had ripped the guts out of your Nintendo and shoved a PCB in its place!

All the moves are there and the characters look as good and animated as well as they do in the coin-op - right down to the Turtles sliding down the wall after being thrown against it! Unfortunately, due to the amount of joystick ports attached to the machine by Nintendo, *Turtles 2* on the NES can only support two-player action, but all four greenbacks are there for the choosing - so no-one can complain!

We reckon *Turtles II* is coming along marvellously - so keep those peepers peeled and look out for the official CVG review of a cart which looks a bit special.



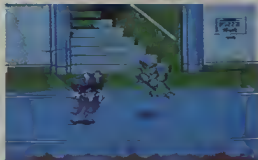


## THE COMPUTER VERSIONS

As with the original Teenage Mutant Hero Turtles computer game (which, incidentally, sold an absolute stack of copies and is still in the charts), Mirrorsoft are releasing the coin-op conversion - with all the hard keyboard work being done down Croydon way by those bodacious lads at Probe Software.

Most computer versions of arcade games these days have the graphics ported directly across from the original and are then touched up using a package such as D-Paint. With Turtles 2 the visuals have been drawn completely fresh using photos and video footage from the machine and, although memory restrictions have caused a reduction in animation frames, the movement of Raf, Leo, Mike, Donny and their enemies are difficult to distinguish from the real thing!

As far as gameplay is concerned, only the C64 version was in a sufficiently playable state to form an opinion. Whilst only two Turtles can play at the same time, it is looking very good indeed. To find out whether the other versions - Amiga, ST, Spectrum, CPC and PC - come up to scratch, watch for the full review in these very pages!



## TOADS V TURTLES WHICH IS BEST?

There's no doubt about it - the Toads have moved into Turtle territory in a big way, and seem certain to give our pizza munching heroes a serious run for their money. But which is best? We've seen both games, and whilst it's just too early to compare the two we reckon they're both looking pretty darned brill. Stay tuned for the ultimate CVG showdown when we'll put these two great games head to head to find out!

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Can you believe it? Not two minutes back in the CVG fold and that most Northern of computer journalists, Paul Rand, snubs the tips section by the dangle bits, squeezes tightly and refuses to let go until it caught. When he's not wowing the team with his dazzling Kick Off 2 skills, he's wooing top glamour models with his seducing ashtray bender. Does this man ever stop? Only to compile Cheat Mode for his biggest fans - the readers of CVG! Here's what the Rand had to say: "I believe that this is a major contribution to road safety". Erm, that can't be right.



If you've got a tip, poke, cheat or mag which you'd like to see printed in the hallowed pages of the mag send it to: PAUL RAND, YOU DIRTY GREAT CHEAT, PASS ME THAT ASH TRAY, CVG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Remember, there's a £100 software prize for the best entry, and a smack on the bottom for anyone caught ripping cheats out of other mags. Get writing, y'all!

## ALL FORMATS

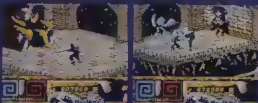
### LAST NINJA 3

The latest in the on-and-on-and-ongoing Last Ninja saga (exactly how many Last Ninjas are there?) has been cracked by A Kyprian of Westcliff-on-Sea, Essex and guess what? The lad's decided to share his secrets with us all!

#### LEVEL ONE - EARTH

Beat up the guard using unarmed combat. Go inside the building and pick up the glove. Go bottom-left then pick up the shurikens and equip them. Go top-left and top-left again, kick the guard twice, go to the doorway of the building and pick up the branches next to the tree nearest the building. Go bottom-right, kick the guard in, pick up the nails to form the climbing glove. Go top-right, take the right-hand lane nearest the well, go top-right twice, take the right lane nearest the red flag, select the climbing glove. Climb the cliff, walk along the path, past the rock go to the next screen and take the blue bowl. Go back along the path and climb down the cliff, then beat up the guard. Select the blue bowl, go to the barrels, pick up the white gunpowder and the bowl should turn red. Select the climbing glove, climb up the cliff, go to the screen with a big boulder. Select the bomb (red globe), walk to the rear of the boulder until you can go no further, pick up the boulder should flash sev-

eral times and then fall down, blocking the gap in the path lower down. Select the globe, go top-left and climb down the cliff, beat up the enemy and then select the branches. Go top-right, into the building which has no walls but a roof, pick up the rope. You should now have a pair of nunchaks. Go top-left and go to the statue. Pick up the sword, go top-right and then right twice. Go top-left, pick up the scroll, enter the temple and defeat the guardian.



#### LEVEL TWO - WIND

Select the shuriken, go top-left, kill the guard and go bottom-left. Run round the guard and exit the screen from the bottom-right. Pick up the bellows then walk near the water lily and face it. Equip the bellows and pick up. The water lily should now move off the screen. Go right and select unarmed combat. Somersault straight onto and then off the water lily and face it. Go right, select the bellows and pick up near the water lily. Look for and pick up the red potion, select the shurikens, go right, kick the guard twice, go top-left, kill the guard, go into the green-walled yard, pick up the exit scroll, go top-left, top-right, pick up the rope, beat up the soldier, go top-left, kill the guard, go left, select the scroll and go left. Somersault onto the lily and then somersault off it onto the other side of the river. Go left, top-right, right, bottom-left. Defeat the guard. Face north-west and go down the green vines. Go right, enter the mine and kill the guardian.

### LEVEL THREE - WATER

Select the shurikens, beat up the guard, go top-right, to the open doorway and pick up the exit scroll. Go top-left, top-left, bottom-left, bottom-left. Pick up the staff, go top-left, bottom-right, kill the guard, go top-right, go to the big vine and stand near the north-east side of it. Pick up the red potion and go top-right. Pick up the red potion and go top-right. Somersault onto the wooden platform. Go bottom-right and pick up the blue plug. Go top-left, somersault off the platform, go top-right, go to the bottom-left area of the screen, pick up the shurikens and equip them. Go top-right, top-left, equip the plug, go top-right, top-right, kill the soldier. Go near the whirlpool where there is a hole in the edge of the pavement, facing the whirlpool. Face southeast, pick up and the dead guard and your ninjas should flash white. Go bottom-left, top-left, bottom-left. Select the scroll, go to the open doorway and enter it. Kill the guardian.



### LEVEL FOUR - FIRE

Note: Pause the game straight away if you get killed on this level and the "Game Over" message appears you lose the bellows and can't complete the game. Unpause, equip the shurikens and beat up the guard. Go bottom-right, go to the brown box and pick up the staple. Take the bottom-left route, go to the bluish cauldron and collect the potion.

Go bottom-right, take the top-right route, select unarmed combat and somersault across the lava, select the staple and equip the shurikens. Go right, beat up the soldier, climb up the metal staples in the wall and go right. Go through the open doorway, pick up the grey ingot, climb down the southwest side of the brickwork, defeat the soldier. Go right, kill the guard. Go to where the tables are stacked and get the dust mask. Go bottom-left, climb up the southwest side of the brickwork and go through the open doorway. Go top-left, climb down the staples facing northeast at the same time, kill the soldier, select the dust mask. Go left, select unarmed combat, somersault onto the grey platform in the middle of the lava pit, go bottom-left, pick up the orange/black powder and go top-right, select the bellows and the shurikens. Somersault onto the right side of the pit, go bottom-right, kill the guard, climb up the staples and go bottom-right. Enter the doorway and climb down the southwest side of the brickwork. Select the bellows, go top-right, top-left and kill the guard. Go to the glowing grate and pick up whilst facing the grate but standing on the pavement crack, the fire should rise up. Go top-right, kill the guard and pick up the key mould. Go top-right and go to the blue cauldron and pick up the scroll. Go bottom-right and kill the soldier. Select the key mould, stand on the crack nearest the glowing grate and pick up. You should now crack the key and the lock and hold the joystick top-right with your finger on the fire button. Select the exit scroll and go down the stairs. Kill the guardian.

### LEVEL FIVE - VOID

Select shurikens, kill the soldier twice, go top-left, bottom-left, top-left twice. Find and get the red potion only when you are low on energy. Go bottom-left, top-left, find and pick up the scroll. Go bottom-left, top-left, keep killing the enemy ninjas on the screen with unarmed combat or with the sword until your bushido is three-quarters full, but make sure you have at least a full life left. Go top-left, stand in the middle of the pentagon, select the scroll and press and hold the fire button, moving the joystick top-left and holding it there. When Kunitoki is killed, select shurikens and kick him twice.



### POWERMONGER

Island smashing has never been simpler, thanks to Bullfrog's excellent product and this winsome piece of tuppence, sent in by Andrew Redmile of Sutton Coldfield, in the West Midlands. First, kill any army and wait. Soon, the dead men should leave behind tons of goodies. The dead captain will leave behind a food supply - steal it, then attack a few villages and recruit their men, then drop the food supply and eat it (using the drop food icon). Now, make another captain, eat some food (near yourself), now give the new captain your men and drop food and food supply. Make the other captain eat the food (he will have a full food bar) and he will do all the dirty work for you!



### STARLIGHT

Here's a marvelous Star Trek-like which has just been released on the Megadrive, but for the Amiga version we have a tip from Daniel Gibbons of St Albans.

To get loads of doh, go to the Trade Depot in Starport. Go to

"Buy" and select Endurium Fuel. When it asks you for the volume type in q11111111 and you should receive masses of the lovely folding stuff!



### OPERATION THUNDERBOLT

Two-player, multiple-weaponed terrorist massacring has never been better - and with this cheat, sent to me by a chap from Widnes who declined to include his name, it's never been so easy.

When you get to the high score table, enter your name as WIGAN NINJA to receive infinite lives.

### WINGS OF FURY

Although this Domark release looked pretty crusty, it turns out that it's actually quite a good little bina. If you own the game, why not try out this tip from Ross Wylie from Glasgow, in bonny Scotland.

Type in Colin was here then press the following for these actions:

- M = Infinite weapons
- C = Changes weapons whilst airborne
- D = Makes you invincible (doesn't activate until off the ship)
- P = Adds an extra life
- P = Tops up fuel and oil



## KLAX

"Ok", says A Proud CVG Reader from Leek in Staffs, "this may be an old game but here's a cheat anyway". Can you hear anyone complaining? No, me neither. When playing a level and you get stuck, press down key "3" and the level will finish automatically.



## METAL MASTERS

Apparently, during the fight pressing the F4 key freezes the other robot so that he can't lay a punch on you. This works with every buddy, says David Buckle of Emsworth, Hants, allowing you to zip right through to the Master!



## PLAYER MANAGER

It's that football management time again, and Anco certainly know how to knock 'em out! Dylid's Dale Watkinson knows how to come up with a cheat for it, too - in fact, here it is now! At the beginning of the game, put all of your players on the transfer market. After the first game, most of the players will be sold, leaving enough dough to buy an amazing 500+ player (a striker is recommended). If in a cup tie it comes to a penalty shoot-out, pause the game just as the player takes his shot. You should now be able to see exactly which side of the goal he is to put the ball, allowing your player to pull off a dramatic save and rescue the match! And the best thing is, this last cheat works on Kick Off 1 and 2 as well!!!

## SPECTRUM



## SHINOBI

As it's just been rereleased on budget, I thought now would be an ideal time to print this tip from Stefan Zalewski, who comes from Grimsby in S Humberside. So here it is. Redefine the keys as GRUTS to receive infinite lives.



## NINTENDO



## SNAKE RATTLE AND ROLL

A marvellous piece of software, with a marvellous warp cheat to complement it, sent to me by Nektar Deska-kalakakis (a good old Yorkshire name).

As soon as the first stage begins, slither over as fast as you can to the end of the level. If you're fast enough, you'll see a rocket. Jump onto it and you'll be transported to level eight!

## IKARI WARRIORS

Don't know exactly what this cheat, sent by Gunther Jee-wooth of Belgium, does (minimally 'cos we haven't got a copy of the game in the office) but try it out and see for yourself!

Press A, B, B, A when you die, before the Game Over message appears.



## SUPER MARIO BROS

The utterly stupendous SMB3 is reviewed elsewhere in CVG as you've no doubt noticed already - here's a tip for the game which started the ball rolling, as it were, from Nektar Daskakakis.

When the game is over, wait for the one/two player mode screen then press **A** and **START** together, or vice! Mazza starts again at the last world he visited!

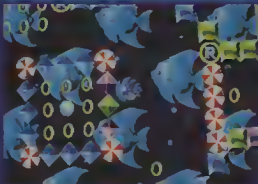
## BAD DUDES

Gunther again, this time with a tip to get a staggering 64 lives in this decent beat 'em up. Press **B**, **A**, **UP**, **DOWN**, **UP**, **DOWN** on the second controller, then push **START** on the first joystick.

## CAPTAIN SKYHAWK

I personally didn't think much of this Flare release (I?) but I was totally out-voted, so there you go. Anyway, Paul Allen of Thorford, Norfolk, obviously thought highly enough of the game, he must have done, he's found a cheat for it! Plug a second controller in port two then, whilst playing, hold forward and repeatedly press the **B** button to skip through the levels.

## MEGADRIIVE



## SONIC THE HEDGEHOG

Blinkin' tip! More Sonic cheats for owners of this brilliant platform romp! You know who to thank for this. Who? Andrew Robinson of Worlington, of course!

Access the stage select screen (if you've forgotten, it's **UP**, **DOWN**, **LEFT**, **RIGHT** and **A**, **B**, **C** and **START** together). Now, select the special stage and collect the jewel. When the words **CHAOS EMERALDS** appear, press **RESET** and enter the special stage again. Collect the jewel and reset when the words appear. Do this six times in all and start the game - you will find that you possess all six jewels needed to complete the game!

Also on Sonic, spiky haired hedgehog geezer William Quinn has discovered that by collecting coins and bashing through the destructible bricks on level 2, act 2, that you can build up unlimited free lives. All you need to do is pick up the free life hidden on that screen and then get killed. You will also need a lot of patience as it takes ages.



## GAIRIES

A fine Megadrive release, with a fine cheat to boot. All the way from Leigh-on-Sea, that lovely Essex seaside resort where the Fowlers go on their hols (a bit of trivia for all you Eastenders fans!).

Hold down buttons **A**, **B** and **C** and press **START** to access the hidden options screen. Set the sound test to 15, then hold down button **A** on player two's control pad and press exit. Once on the stage select screen, choose a level and pause the game. Press **UP** and **A** to select a weapon. Thanks koin-dee, Matthew Conil.



## MOONWALKER

A bit of an easy game, but if you're a player of low-quality ability you might be interested in this piece of knowledge from David Parr of Knottingley, W Yorks.

Press **UP**, **LEFT**, **A** and **START** together and hold on the second joystick, then press **START** on the first controller. Select one or two players then select **START** on pad one again. Round One will appear in the top-left hand corner of the screen. Press left or right to change rounds from one to five, then **START** on pad one again.

## PC



## FORMATION SOCCER

Lordy, lordy, missy! If you own this wonderful soccer card and want to attempt any level up to the Cup Final, just try these codes sent in by cheeky Gordon Demetrius of Brum.

Select England as your team, move the ball to Human Cup and press continue, then enter the following pointers as codes:

2ND ROUND: UP, UP,  
DOWN-LEFT, UP-RIGHT,  
RIGHT, DOWN-LEFT, UP,  
LEFT  
3RD ROUND: UP, UP,  
DOWN-LEFT, UP-RIGHT,  
LEFT, DOWN, UP, DOWN  
RIGHT



7TH ROUND: DOWN-  
RIGHT, UP, UP, UP-LEFT,  
DOWN-RIGHT, LEFT,  
DOWN, LEFT  
8TH ROUND: UP, UP,  
DOWN-LEFT, UP-RIGHT,  
UP, LEFT, DOWN, DOWN  
9TH ROUND: UP, UP,  
DOWN-LEFT, UP-RIGHT,  
DOWN-RIGHT, DOWN,  
LEFT, UP



15TH ROUND: UP, UP,  
DOWN-LEFT, UP-RIGHT,  
DOWN-LEFT, DOWN-  
LEFT, RIGHT, UP-LEFT  
16TH ROUND: UP, UP,  
DOWN-LEFT, UP-RIGHT,  
UP-RIGHT, DOWN-LEFT,  
RIGHT, RIGHT

If you only wish to see the end ceremony, enter the following code:  
DOWN-RIGHT, DOWN, UP, UP, DOWN, UP-RIGHT, UP-  
RIGHT, DOWN



4TH ROUND: DOWN-  
RIGHT, UP, UP, UP-LEFT,  
UP-RIGHT, UP-LEFT, UP,  
UP-RIGHT  
5TH ROUND: UP, UP,  
DOWN-LEFT, UP-  
RIGHT, DOWN, DOWN,  
DOWN, UP-RIGHT  
6TH ROUND: DOWN-  
RIGHT, UP, UP, UP-LEFT,  
UP-LEFT, LEFT, DOWN,  
DOWN-RIGHT

SECRET CODE SELECT

4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5

SECRET CODE SELECT

4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5  
4-2-5-1-5

10TH ROUND: DOWN-  
RIGHT, UP, UP, UP-LEFT,  
LEFT, LEFT, LEFT, RIGHT  
11TH ROUND: DOWN-  
RIGHT, UP, UP, UP-LEFT,  
RIGHT, LEFT, LEFT, UP-  
LEFT  
13TH ROUND: UP, UP,  
DOWN-LEFT, UP-RIGHT,  
UP-LEFT, DOWN-LEFT,  
LEFT, DOWN-LEFT  
14TH ROUND: DOWN-  
RIGHT, UP, UP, UP-LEFT,  
UP, LEFT, LEFT, DOWN-  
LEFT



## AMSTRAD



### MIDNIGHT RESISTANCE

Runcorn's wickedest resident, Kevin Bailey, has this rock-hard cheat for this rock-hard game on disk. When you die, insert the other side of the disk and, when you restart the proceedings, you will begin on the level you died on.



## C64

### MATRIX

Can't say I remember this one too well, but if you have it and can't get past the first level, heed the following advice from Carl Andrew Sather of Norway: Press Spacebar and hold down O, F and C at the same time to skip a level.

### GARY LINEKER'S HOTSHOTS

Here's a real corker of a cheat from Paul Angove who says that he'll "saw" me if I don't include it. Well, I'm "knit" be having any of that, so here we go!

If you are losing the game, press the Commodore key after scoring a goal to add on extra goals!



# THE DYNAMIC

## GRADIUS

Not only does Gordy Demetrius own a PC Engine, he's also the lucky owner of a Nintendo Super Famiy! And a copy of Gradius too, no doubt, if this tasty tipster is anything to go by. To receive all of the options, push PAUSE, UP, UP, DOWN, DOWN, LEFT BUTTON, RIGHT BUTTON, LEFT BUTTON, RIGHT BUTTON, hold down B, hold down A, then START. Go to the options screen and hit then X key as many times as possible for extra credits.



## PC

## STELLAR 7

Don't think we ever got around to reviewing this one from Dynamic but if you bought it and, more to the point, are having trouble getting anywhere, try this out from Thor Thors of Iceland. On each level there is a rock which, if shot at until it explodes, reveals a dimension door. If you go through the door you will find yourself in the next level of the game. This works on every stage but the last.



## RAILROAD TYCOON

Which dingbat was it who said that money means power. Here, thanks to Thor Thors, we demonstrate that all budding Railroad operators can have all the perks even when completely out of the green, folding stuff! Begin as a Tycoon in Western USA. Build some track and a train or two. When another railroad is established, sell as many bonds as possible then start to buy up to 60% treasury stock and 100% some other company.

Once you own this company, spend all your cash and more - call the broker and operate RR; there you can give \$100,000 to the company just purchased - give that company \$7,000,000 and build track for that company and, when you have around \$20,000,000, start to repay all the bonds sold at the start. You will end up with loans of about \$28,000,000, but the next year, your stock splits and you become president of the USA!



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# BRUCE WILLIS HUDSON HAWK

*...I don't think so.*

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# HIGH SCORES

Dear Wimps,

Ten years on and still the scores come flooding in! Welcome once again to my high-scores table, where the top players in the UK and beyond get the chance to show off their scoring skills to the gamesplaying world. The scores have poured in this month - not surprising, since you've all been waggling your joysticks as if there's no tomorrow. Let's see how you got on...

*Sadie*



## MEGADRIVE

Stuffed full of top scores once again, the Megadrive high-score table - there are so many games featured here there isn't room to list 'em all; just take a look and see if you can compete!

MICKY MOUSE	158,100
Tim Kandall, Springfield Park, Hartlepool	
SONIC THE HEDGEHOG	4,283,140
Greema Little, Carlisle, Cumbria	
HELLFIRE	3,027,010
Peter Lock, Burgess Hill, W Sussex	
FANTASIA	436,900
James Jarvis, Laiselashire	
BUPER MOHACO GP	4708
Colin Griffin, Oublin, Eire	
RAIDEN TRAD	1,613,450
Russell Banham, Worksop, Notts	
ULTIMATE TIGER	4,130,000
Russell Banham, Worksop, Notts	
STAR CONTROL	
Carl Roberts, Pontyclun, Mid Glam	
HIERARCHY BEATEN - 8 SHIPS LEFT	

## ALEX KIDD IN MIRACLE WORLD

Oavid Harding, Brigend, B Wales

76,950

## THUNDERBLADE

Oavid Harding, Brigend, B Wales

776,000

## NINTENDO

A smattering of scores from a wide range of titles, the latest being the fab Turtle 2. There's a ton of titles out soon for the NES, the most notable being SMB 3, so get those scores in thick and fast!

SUPER MARIO BROS	COMPLETED 14 TIMES
James Hunt, Wilham, Essex	
PROBOTECTOR	793,300
Simon Laisle, London E7 DAS	
COBRA TRIANGLE	504,300
Simon Laisle, London E7 DAS	
TURTLES II	179,180
David Hyder, Chingford E4	
SIMON'S QUEST	COMPLETED
Alan Whitelough, Buxton, Derbyshire	

## SEGA

Check-a-block with a variety of scoring achievements, this month's Master System, with places for Wecko Jecko and those cute Dux, amongst others. Good work, Sega owners - keep it up!

MOONWALKER	749,600
Matthew Tibbles, Bursleigh, Stroud	
RESCUE MISSION	COMPLETED
Robert Watt, Dumfries, Scotland	
DYNAMITE DUX	852,940
Allan Bell, Beaconsfield, Bucks	

## AMIGA

A mixed bag in the Amiga table, what with coin-op conversions like Marc, cartoon licenases such as Bart and the Space Mutants, sports tie-ins including Man Utd Europe and even an original game in the form of Shufflepuck Cafe!

MERCS	650,570
Ian Perryman, Plymouth, Devon	
BART VS THE SPACE MUTANTS	71,300
Ian Perryman, Plymouth, Devon	
PGA TOUR GOLF	SAWGRASS-28
Alex Miles, Colchester, Essex	
MAH UTD EUROPE	8:1 AGGREGATE VS JUVENTUS
Alex Miles, Colchester, Essex	
SPEEDBALL 2	320-12 VS REVOLVER
Oavid Pags, New Malden, Surrey	
SHUFFLEPUCK CAFE	15-12 VS BIFF
Oavid Pags, New Malden, Surrey	
WORLD CLASS LEADERBOARD	-8 ST ANDREWS
Sean Rice, London NW10	

## GAME BOY

WWF makes its debut in the Gameboy chart, with a couple of older titles bringing up the rear. The quantity of scores here is pretty deceptive - we got loads of scores, but most of them were rather

sad - so get practicing and lets have some better attempts next time round, eh?  
**WWF SUPERSTARS**  
 Alex Lewis Graham, Guildford, Surrey  
**F1-RACE**  
 Ben Thorpe, Pottersbury, Hertsants  
**BALLOON KID**  
 Stuart Macrae, Barrhead, Glasgow

COMPLETED

AUSTRALIA - 38:30

COMPLETED

## SUPER FAMICOM

UN Squadron blasts a trail through the Famicom chart, to nestle in its rightful place at the summit. The rest of the table is made up of old favourites, but there's a slach of new games on the horizon, not least the incredible Super Tania!

**UN SQUADRON** 579,000  
 Matthew Randall, Hounslow, Middx  
**FINAL FIGHT** 1,470,720  
 Matthew Randall, Hounslow, Middx  
**SIM CITY**  
 Duncan Russell, Cardiff  
**F-ZERO** 19,999,990  
 Duncan Russell, Cardiff  
**AUGUSTA GOLF** -7 WON WORLD CHAMPIONSHIP  
 Craig Hutchings, Rhondda, Mid Glam  
**OARIUS TWIR** 4,650,800  
 Harriet Jandu, Glasgow

## C64

A real relaxed back of games old and new, fab and sad, comes together to form the 64 scores table. Great shoot 'em up SWIV heads the cast, followed by a support cast of great games and games which grate!

**SWIV** 2,697,070  
 Adam Carpenter, Plumstead SE16  
**PREDATOR 2** 1,825,710  
 Adam Carpenter, Plumstead SE19  
**TURRICAN 2** 4,540,700  
 Ben Wilson, Littleover, Derby  
**CREATURES** 7,872  
 Ben Wilson, Littleover, Derby  
**ROBOCOP**

Ben Wilson, Littleover, Derby

## SPECTRUM

The budget world attempts to muscle in on the Spectrum high-scores this month, but Powerdirt, Barbarian and R-Type manage to force 'em to the back of the list. Let's see some new lilies in their next lull!

**POWERORIT** 5,299,447  
 Greaves Clark, Prestwick, Ayrshire  
**BARBARIAN** 9,550  
 Matthew Hoggart, Littleborough, Lancs  
**R-TYPE** 100,550  
 Matthew Hoggart, Littleborough, Lancs

**MAGICLAND DIZZY**  
 Richard Hall, West Bromwich, Birmingham  
**FANTASY WORLD DIZZY**  
 Richard Hall, West Bromwich, Birmingham

COMPLETED

COMPLETED

## AMSTRAD

A low quality of scores huddle together in the Amstrad ghetto, reinforcing the view that the CPC is finally on its way out. Or is it? Only you can say, by asnding in more scores!

**HARO ORVIN'** 234,373  
 Andrew Lansley, Llandysul, Dyfed  
**AFTERBURNER** 15,857,160  
 Andrew Lansley, Llandysul, Dyfed  
**TURBO OUT RUN** 571,850  
 Andrew Lansley, Llandysul, Dyfed  
**FRIQAY 13TH** 131,300  
 Anthony Liell, Streatham SW16  
**GHOULS AND GHOSTS** 85,900  
 Jamie Wright, Argyll, Scotland

## PC ENGINE

A very lean fires for the Engine, which is a great shame as there is some truly excellent stuff out there. Not least PC Kid 2, which tops this month's PC Engine table. So come on, Engineers, plug in a car and make a start at some high-scoring hi-jinks, will you?

**PC KID 2** 205,400  
 Tim Larmer, Epauon, Surrey  
**SUPER STAR SOLDIER** 273,300  
 Jonathan Kampton, Bordon, Hants  
**CHASE HO** 7,108,330  
 Jonathan Kampton, Bordon, Hants  
**IMAGE FIGHT** 278,900  
 Karl Pratt, E Beldon, Tyne & Wear

## ARCADES

Lots of scores for lots of games, including Sega's revolutionary but pretty dull Time Traveler getting its foot in the door. All you avid arcadesters, play them coin-ops and submit those scores!

**CHASE HO** LAST LEVEL ONE CREDIT  
 Alex Bickley, Brighton, Sussex  
**MAO DOG MACREE** 8,510  
 McLaren, BPO 67  
**EURO CHAMP** 5TH GAME ONE CREDIT  
 Matthew Townsey, 6 Humberdale  
**TIME TRAVELER** FIVE WORLDS  
 Robert Oumkany, Heston, Middx  
**THE SIMPSONS** LAST LEVEL FOUR CREDITS  
 Matthew Townsey, 5 Humberdale

## RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIO at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Table, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expansive place of computer or console gear (depending on what you already own) as a prize!

DEAR SADIO, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME ..... SCORE .....  
 GAME ..... SCORE .....  
 GAME ..... SCORE .....

NAME: .....  
 ADDRESS: .....

TELEPHONE NUMBER: .....  
 MY MACHINE IS: .....

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## RAILROAD TYCOON

MICROPROSE

The pioneers of the age of the train come to life in Microprose's conversion of their top PC simulation. Choose to base your railroad in either East or West USA, Europe or England then, after selecting the appropriate skill levels, begin to build that railright system, ensuring that your line makes a profit (you don't want to end up in the same boat as BR, do you!) and keeping a beady eye on those greedy competitors.

Microprose have done a superb job of converting Railroad Tycoon to the Amiga, the original never went overboard on presentation, so the graphics are a bit on the basic side, with sound effects amazingly similar to those heard on kids' TV show Rainbow (during the picture-drawing bit!) Gameplay is the important factor with this one - you won't be disappointed.

OVERALL

92%



## SILENT SERVICE II

MICROPROSE

Six years after the original Silent Service submerged Microprose in an ocean of awards, the sequel makes its way into Amiga screens. Converted from the PC, Silent Service II doesn't wildly differ from its parent in terms of playability - perhaps not surprisingly, after all, there aren't that many differences between World War II submarines. Where the big changes lie are in the updated graphics, some of which are digitised and the inclusion of new missions and a campaign option. If you don't already possess the original, this is one game which simulation buffs should watch out for, if the original Silent Service is already propping up your software collection though, give the sequel a blast before purchasing 'cos this may be just too similar for your liking.

OVERALL

74%



BYTE

AMIGA

SIZE

## INTERNATIONAL CHAMPIONSHIP ATHLETICS

HAWK

Well, the athletics season is over for another year, but if you crave for a spot of track and field on computer, why not take a look at International Championship Athletics, with its cornucopia of events including sprints, high and long jumps, javelin and hammer throwing, to name but a few?

I'll tell you why. Because it's a pile of old - no, I can't use that word in these pages. This is one BAD piece of software, with some of the most embarrassing graphics ever witnessed. The commentator looks like a hideously deformed Trilggai from Only Fools and Horses, the crowd look like undead Kevin Keegan clones and as for everything else? Don't ask. And certainly don't buy.

OVERALL

7%



## GRANDSTAND

DOMARK

Dubbed 'The Ultimate Sports Compilation', Domark's latest boxed set features a quartet of oldies - goodies and a bad, bad, baddy. World Class Leaderboard, Pro Tennis Tour and Continental Circus are the classy titles - fine examples of their respective genres. And to satisfy the 'big names sell games' section of the software-buying public, Gazzza's Super Soccer is thrown in for good measure. Nice license - pity it was wasted on such a crabby game.

Still, that's the only bad apple in the bag. The rest of the compilation is a jolly yarn and should keep people in front of their screens for a lag old time.

OVERALL

76%



## F15 STRIKE EAGLE II

MICROPROSE

£34.99

Leap into the cockpit of the world's premier fighter jet and take to the skies over a number of hostile countries in this, the sequel to the top flight combat sim of bygone times.

Converted from the PC, this version of F15 II has managed to retain all of the original features and, more importantly, the feel which made players gasp - it's a cross between a simulator and a shoot 'em up, with all the graphical excellence which you associate with Microprose products yet a noticeable lack of keys to wrestle with just to get off the ground. If I were you, I'd snap up this particular little gem straightaway.

94%



## ARMALYTE: THE FINAL RUN

THALAMUS

£25.99

Generally regarded as the best ever shoot 'em up to appear on the C64, Armalyte has been updated, tweaked and prodded and coddled over to the 16-bits. Enter the Forbidden Zone and blast a trail through five tortuous levels of death, destruction and many weapons.

Thalamus could have made a treat of a game out of Armalyte, but instead have chickened out and opted for a weak interpretation of the original. Graphically no great shakes, the biggest gripe is that the gameplay is simply too average to make Armalyte stand out from the wall of shoot 'em ups which have launched onto the market recently.

64%

BYTE

ATARI ST

SIZE

## GRANDSTAND

DOMARK

£29.99

All you sporty types listen up. Domark have knocked together a compilation of four of the best known sports games around - but what's it like?

Three of the games are actually a bit smart. Continental Circus is a Grand Prix racer, and a very playable one at that - with good-looking graphics to boot. Pro Tennis Tour is one of the few tennis sims available for the ST and probably the best one around, whilst World Class Leaderboard isn't exactly the best golf game doing the rounds but, as an arcade-style 18-hole in a compilation, you can't really go wrong.

The only one not worth the effort is Gazza's Super Soccer. A wasted license the first time around, the game has deteriorated even further with age. Forget about that one and plump for the other three.

75%



## SHINOBI

MASTERTRONIC

£7.99

Joe Musashi, manager of the Ninja Training Academy, is in a bit of a lizzy. His pupils have all been taken prisoner and he must go off in search of them before their parents discover his inability to look after their sons and take them to some other school. What follows is a multi-level beat 'em up in which Joe goes up against the kidnappers using fists, feet and a host of ninja armaments.

Unlike the high-quality C64 version which I looked at last issue, ST Shinobi is a bit of a sad attempt, featuring jerky sprites and watered-down gameplay. It's not a bad buy at £7.99, but there are better titles around for the same amount of money.

60%

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# REVIEW

AMIGA

£29.99

BY GREMLIN GRAPHICS

Before a trainee gets a crack at running his own colony, a strict training exercise must be successfully accomplished. This takes the form of a simulation featuring everything which could happen in a real outer-space colony.

The simulation can be completed in one of two ways - wrong or wrong again. Commander Pacharelli selected neither - and won. Winning in a no-win situation isn't something which happens every day at the Training Centre, so the Council had little option but to give him a real mission - to colonise the ten planets orbiting the Rhabus sun.

Not the most simple of first-outings, as Rhabus is but a stone's throw away from the edge of the Open Systems - infamous for their less-than-friendly inhabitants. Still, it was Pacharelli's big chance to show the Council that he could command more than a training machine, so he jumped at the chance.

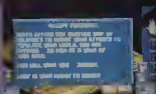


## IT'S A COLONY - COR!

Taking on the role of Pacharelli, the player is invited to build a mini-Earth on the ten planets of the Rhabus solar system. Using an initial grant from the mother planet, the area to be colonised must be suitably filled out with all the necessary ingredients for a stable existence for the colonists.

This entails supplying food, power, a safe environment, leisure and most important for this unstable part of space, a sound defensive infrastructure. Taxes need to be set, accommodation constructed, raw materials mined and a multitude of decisions made.

Being master of all is one thing, you are an omniscient, usually thankless task, so advisers are supplied to help keep track of the various goings on. Think you can keep the people happy, productive and free from alien slaughter, all at the same time?



Crumbs, another Sim City lookalike to join the ever-growing list of world simulators. So what's this one got which the others haven't? Not a lot, as it happens - but it does most things a whole lot better than its compellors. The social side of Utopia is a

good example - annoy the colonists by mucking around with taxes, making them homeless or simply not clearing up the debris after a building has been demolished and they're likely to make sure you know exactly how they feel by striking and hitting the spot where it hurts most - in the pocket. So many random events occur that the game is different each time you play. Eclipses render solar panels useless, knocking out power to the entire colony and leaving the population wide open to attack unless you've remembered to build power stores. Terrorists infiltrate the system and blowing up your most important buildings etc etc. There are some great graphics touches, but the biggest pull for me is the deep yet simple gameplay which had me engrossed for hours. Utopia is a little bit certainly be returning to, simply because of its ease of play and massive possibilities.

PAUL RAND

## SOCIAL INSECURITY

People are people, even on an outer space colony. They don't live together and work together, and it's up to the Colony Leader to make sure that everything works along nicely. Big gripe is the "tax" - solving the problem of tax is too low keeps people happy in the short term but starves the colony funds, which too high a level causes resentment and disorder.

People need somewhere to live, so housing must be made available, along with various other facilities to increase the quality of life of the colony. The lower the Quality of Life, the bigger the problem. The first step is to get the colony to a level where it can sustain itself, even in the long run.



## MILITARY MATTERS

A Colony Leader must be continually aware of and ready for an enemy attack, which is why Spying is such an important factor in Utopia. Agents will perform relative to cash, so while no money means no spies, a large injection of funds gives access to the very best intelligence.

Whether or not an attack is imminent, defenses must be constructed and maintained. Initially, arms like ships and tanks are available, along with missiles and lasers but new, more powerful weaponry can be invented by scientists. Remember though the technicians require materials to build these gizmos, so ensure that ore deposits are quickly found and mines set up to exploit these mineral riches.

## UPDATE

Utopia should be doing pretty well on an Atari ST computer right about now - so go and have a grab a copy now!



## PLANETARY PALS

One man can't move a mountain, but a Colony Leader and a group of Advisers can form a successful colony. The player has access to six Advisers, each offering detailed information on the complete workings of the colony from amount of inhabitants and level of materials to current technological level and state of combat readiness. Here also, it's possible to alter some of the game's limits, like the amount of workers in a factory or the level of finance to hand over to scientific research.

Just when you think you've seen enough world management games, along comes one with such a great edge on the others you're hooked once again. In the case of Utopia we're talking about ease of play, which makes a great difference when faced with the

dearing task of leading. Playing God has never been such fun, as all the colonists rely on you for just about everything they need to keep body and soul together. Mess it up and they're a mess - so the pressure's really piled on to get your backside in gear and sort these people out! With a squillion things which can go wrong - and often do! - Utopia keeps you right on your toes: so thank goodness it's a dream to pick up and play or you might blow your minions' lives away looking through the instructions! Great graphics, fine sound and gameplay which has been polished until it shines adds up to a game you'll want to add to your collection. Unless you're a shoot 'em up fiend who spends all his time blowing six bells out of everybody, in which case you won't. Good stuff.

TIM BOONE

PC	
GRAPHICS	88
SOUNDS	77
PLAYABILITY	86
LASTABILITY	91

OVERALL 88



# REVIEW

MEGADRIVE

£24.99

BY SEGA

Flicky is a little blue bird on a mission. His pals, the Chirps, have been rounded up by the Cats and placed around their maze-like lair to be fattened for a feline feast. Hearing their little tweets for help, Flicky tracks down the entrance to the Cats' hideout and, feathers ruffled, marches through the door.

Only then does Flicky understand the magnitude of his quest. Chirps are scattered around each level, guarded by Cats and U-zards. In order to free them from their plight, they must be gathered together and led out of the Flicky Door - either one at a time, in groups or all together. Meanwhile the Cats will be trying to close down Flicky's rescue operation. But thanks to the throwable objects left carelessly around the lair, they can be stopped in their tracks and turned into jewels for bonus points!

SEGA'S NEWEST GAME, FLICKY, IS A TASTE OF THE MEGADRIVE.

BONUS ROUND

\*\*\*\*\*

\*\*\*\*\*

\*\*\*\*\*

\*\*\*\*\*

\*\*\*\*\*

PAUSE

## NET YOURSELF A TASTY BIRD!

Every few levels Flicky can try his hand at the bonus game, which he plays along with those crazy Cats. The ferocious felines launch Chirps from see-saws, leaving Flicky to catch them in his butterfly net. There are twenty to collect - and netting the lot grabs Flicky a whopping score!



For a game consisting of a single-screen, wrap-round stage, Flicky is surprisingly brilliant. No need for massive scrolling levels or huge, axe-wielding sprites here - all the characters are tiny, but they animate very well, especially Flicky himself who flaps his wings for dear

when you launch him into the air! The idea is not unlike Bubble Bobble, except you're saving, not killing. Other than that, and the fact that the screen isn't static, the game's basically the same. Actually, the wrap-round screen adds to the excitement - whilst running after a stray Chirp and being chased by a hungry Cat, it's difficult to know where you are on the screen. Flicky's sound only adds to the overall atmosphere, with a terribly jolly ditty and lovely sound effects like those of the chirpy Chirps. The Megadrive is somewhat starved of cute platform titles and Flicky is a welcome new left on the machine.

PAUL  
RAND



# REVIEW

## FLICK OFF, YOU CRAZY CATS!

You'd think it was the easiest thing in the world - collecting up a load of chirping chicks whilst avoiding the clutches of the cats. In fact it gets harder and harder as the game progresses, especially when you realise you can't fly too fast or some of the little cuties get left behind! Just make sure you don't get in a flap and you should just be able to do it!



Everybody's gone Flick-fappy here at the CVG office, and that incredibly cute theme tune is slowly driving me nuts! Pick up the joystick and you just can't put it down - because this game has that special ingredient which just keeps you coming back for more:

It's just so much fun! The bright and simple graphics may seem completely naïf at first, but you soon discover they're perfect for this simple game and the game chirps away merrily as you flap about like fury. Flicky is roughly the equivalent of The Birdy Song on computer - nobody will admit that they play it, but everybody sneaks off to the Games Room and chirps their way through a few more levels. I'm not sure how long this one will fare in the longevity stakes, but right now Flicky is a bit of an office sensation. If you fancy a bit of fun on your megadrive and a flicking good game to boot, get Flicky. But if you're looking for a game which is going to last you ages, give it a flick before you flap but the cash.

TIM  
BOONE



## MEGADRIVE

GRAPHICS	84
SOUNDS	83
PLAYABILITY	90
LASTABILITY	83
<b>OVERALL</b>	<b>84</b>

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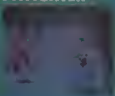
**DYNAMIC  
DEMO DUO!**

Domark's Pitfighter  
And MicroProse's Golf



WANT TO SEE YOUR NEWSAGENT

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MicroProse's  
**GOLF**

**GAMES**

**Feeling  
Lucky  
Punk?**



**Domark's Pitfighter  
Gets Into Shape for a  
Christmas Showdown**

**INSIDE THIS ISSUE:**

- **FINAL FIGHT** – ST Owners Come To Blow
- **CAMPAIGN** – Empire Expands To Conquer  
Strategy And Action
- **HARLEQUIN** – Mystical Platform Power



# WIN A VIDEO!

**WHACK!** Is this a Hole in One or what? We've got an incredible Sony video recorder to give away, courtesy of those hole-in-one heroes at US Gold, busy celebrating the release of Leaderboard on the Master System!

**WHIZZ!** For those of you who don't know, Leaderboard set the standard for golfing games - and we can report that US Gold's conversion is pretty flippin' good - scoring a huge 90 per cent and earning itself a CVG Hit! into the bargain.

**IT'S THE BUNKER BOY!** As you can see from the picture, CVG staff writer and all-round hero Paul Rand is feeling a bit under par at the moment. He's blown all his cash and can't afford to buy any new golfing clobber. Sed, eh? Well, to help the men Rand in his hour of need we want you to kit him out by designing a spunky new golfing outfit to cover his blushes.

Draw anything you like, then cut it out stick it over the clothesless Randy pictured here and complete this tie-break sentence in not more than 10 words: "Randy looks a complete divvy in my outfit because..." Pop the whole lot into an envelope and send it off to: **PAUL RAND'S MY HERO. US GOLD LEADERBOARD COMPO. COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** The entry which gives us the best left wins the prize and we'll print a selection of the best entries in the mag, so get scribbling!

**SMALL PRINT:** Well, here we are at the Nineteenth and it's my round so I can't stay long except to say that all the usual CVG compo rules apply so don't be anything to do with EMAP or US Gold and enter or else there'll be trouble. The Editor's decision is final, no entries can be returned and for Cliff's sakes don't ring up to find out how you're getting on. Leaderboard on the Master System is totally skill and you'd have to be off your trolley to miss it!

You can draw whatever you like. The silver the better. Maybe you think he'll look cool in some ball-bottom flares and an Orville The Duck T-shirt (he doesn't by the way) or you reckon he needs a groovy old pair of jeans and a string vest to turn all those heads out on the course.



# REVIEW

PC

£34.99

BY US GOLD

This is the year 2029. The rebels have been fighting a five-year battle against the machines of Skynet - a mutation of the defence computer network of the late Twentieth Century. Skynet had got smart; instead of doing the bidding of its controllers, it decided that the greatest threat to the world was the human race and has almost wiped it out completely with the thousands of megatons of nuclear weaponry under its control. Humanity would have been doomed to extinction, were it not for one man - John Connor, leader of the resistance - who took on Skynet and smashed it.

The machine had only one chance for survival. It would be pointless to destroy Connor now - he'd won. The only option would be to send a Cyberdyne Systems T-800 Terminator - half-man, half-machine, virtually indestructible and extremely dangerous - back to 1984 using the Time Displacement equipment to destroy Connor before he is even conceived, by terminating the mother.

Thanks to excellent intelligence, the rebels hear of Skynet's plans and send one of their top warriors, Kyle Reese, through time to protect Connor's mother, Sarah, whilst attempting to terminate the Terminator. It won't be easy, using the primitive weapons which 1980's Los Angeles has to offer, but this is a mission which one man must accomplish if mankind is to survive.

Full Game  
Short Game

Keyboard  
Joystick

Real Mode  
Practice

Max  
Mid  
Min  
Data 1

Easy  
Medium  
Hard

Waiting  
ult

Good  
Play

# TERMINATOR



After seven years of people like myself harping on about it, US Gold finally picked up the Terminator rights and produced a game as gripping as the movie itself. This is one hell of a big title, containing numerous playing possibilities as well as enough violence to satisfy

even the most discerning Action fan. Polygons portray the action to great effect and, even though the frame rate can become desperately sluggish at times, the detail can be altered to give the proceedings that bit more of a boost. The option of playing either Reese or Arnie is an inspired one, creating two clear forms of play, and the amount of items to find, weapons to fire and people to kill is more than adequate. At times, Terminator can be a bit of a drag - in the early stages of the game - it's difficult to figure out just what you're supposed to do and how to do it - mainly due to a lousy instruction manual - but spend some time at the machine and everything becomes crystal clear. Pacifists, clear well clear of The Terminator, a sprawling epic definitely not for the weak of stomach.

PAUL  
RAND

# ▶▶ REVIEW

## YOUR CLOTHES - GIVE THEM TO ME

The Terminator gives the player the best of both worlds - the option of playing either Reese or Arnie. Each character obviously has differing objectives. Whilst Kyle must find and protect Sarah Connor, the Terminator needs to kill her along with anyone who stands in its way. With a pair of PCs linked together via a serial cable, two players can take part in the game at the same time - one as Reese and the other as the T-800 - for a true multi-player experience!

## NOTHING CLEAN, RIGHT

No matter whether you're Reese or the T-800, you can get around LA a lot faster by finding a four-wheeled, alloy constructed transportation device - a car (a non-cyborgs!). There are two types of automobile available in Terminator - manual and automatic - and both reach a speed of 66mph! Be careful when you're hurtling around the town, boy-racer style, though, your mirror-mounted fluffy dice may get in your way, block your sight and cause you to smash right into a building. Well, it is the 1980s you know!

# TERMINATOR

## I'LL BE BACK

For the benefit of those unfamiliar, the movie *The Terminator*, by Aliens/Abyss director James Cameron, was released in 1984. Costing \$7,000,000 - a pittance compared to the big-budget Rambo/Rocky Stallone extravaganzas of the same era - *The Terminator* was the ideal vehicle for the movie's two stars, hitherto-unknown actress Linda Hamilton (whose previous work included a part in the dire chiller, *Children Of The Corn*) and one time Mr Universe, dabbler in one or two film projects and incredibly large Austrian, Arnold Schwarzenegger. Both went on to better things thanks to the success of *Terminator*, Hamilton taking the starring role in hit American TV series *Beauty And The Beast*, whilst Schwarzenegger's credits hardly need mentioning: *Commando*, *Predator*, *Red Heat*, *Twins* and *Kinergarten Cop* to name just a few. Earlier this year the two came together again in *Terminator 2 - Judgement Day*, a sequel which took seven years to appear and cost more than any other film to produce - over \$100,000,000. Described by one movie critic as 'the most spectacular sci-fi ride ever', *Terminator 2* became the highest-grossing cinematic production of all time, earned Arnie - who switched from baddie to goodie - \$15,000,000 and a private plane, and managed to bag itself a 15 certificate despite various neck-skewering scenes and a particularly disturbing nuclear war sequence. If you haven't yet seen this, possibly the greatest film ever, then you don't deserve to have eyes.

## UPDATE

plans as yet for any  
visions. But if you lot  
bookers over Arnie's antics  
who knows? We will that!



## PHASED PLASMA RIFLE IN THE 40-WATT RANGE

As all good Terminator fans will know, one must travel through the Time Displacement Device without any inorganic matter on his person. Naked, in other words. Well, thankfully, US Gold have ensured that both lads have been kitted out clothes-wise before you impressionable lot get to lay eyes on their doings, but unfortunately, they're left without money in their pockets! Goods such as weapons, ammo, tools etc, must be acquired somehow and what's the best way for a future man to get hold of his gear? Nick it, of course - no records on the police computer! Just a sure you don't overfill those pockets, otherwise the store owner will call the rozzers, who'll come with pistols packing!



Gob-smacking fact of life number 1998: nobody's ever produced a Terminator game until now! Incredibly, one of the best movies of all time takes this long to make it onto the micro - and thankfully it's been worth the wait. Unlike the Magdrive version soon to be unleashed by Virgin, PC Terminator is a 3D exploration romp with plenty of action thrown in. The programmers have tried to make the game mirror the movie as closely as possible, and it works very well. Playing Reese (although I'd rather be Arnie!) you really do get the sense that the T-800 is "out there" and ready to pounce. You're conscious of the clock slowly clicking down to Doomsday and rush around like a blue-bottomed fly trying to find Sarah Connor and not shoot the wrong people. Minor niggles include the slightly weird on-screen 3D, which occasionally goes completely haywire, and the fact that Sarah Connor can become such a pain in the butt you want to blow her away yourself - but can't! That said, the game works well and fans of the movie will go all goosebumps over this. Go get it if you wanna live...

TIM  
BOONE

PC

GRAPHICS	88
SOUNDS	87
PLAYABILITY	87
LASTABILITY	86

OVERALL 88



# TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS  
GREAT FUN TO PLAY**

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:

- \* Multi directional scrolling screen
  - \* Five skill levels. Skill level of both teams can be set independently.
  - \* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players
  - \* Facility to practice skills and tactics.
  - \* Facility to create a team at all skill levels and design tactics.
  - \* Instinctive joystick controls to dribble, pass, shoot or do a dummy.
- There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- \* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Hair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping)
  - \* Two types of Leagues. Action Replay at 3 speeds.
  - \* Extra moves are available using two independent button joysticks using the EXORLENCE System.



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Amigo Screenshot & Screen



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# PREVIEW

## TERMINATOR

**VERSION**  
MEGADRIVE

**DATE**  
CHRISTMAS

**PRICE**  
TBA



**Y**ou're terminated, me old mucker! Having recovered from our three-page PC Terminator review, just run your peepers over this incredible preview of the Megadrive game of the film! Have we got the goods or what?

As you'll quickly discover, the two games are completely different and published by completely different software houses, and both of them look totally bloomin' brill. Anyway, here's Arnie lookalike **PAUL RAND** to tell you all about Virgin's mega Megadrive cart. Take it away, muscles

Seven years after Sargeant Kyle Reese saved the life of Sarah Connor and halted the destruction of the entire human race in James Cameron's classic Terminator, Virgin have picked up the rights to produce the game on Sega Megadrive.

For a movie which, dollar for dollar, made around twelve times more than it cost to produce, as well as rocking Mr. Biceps to the top, it's taken a long time to make it to the consoles. After this long wait it had better be good.



**THE FUTURE:** Reese must enter the Skynal control centre, running the gauntlet of Hunter-Killers and Terminators, set a time bomb on the main power plant and find and enter the Time Displacement Equipment before it is destroyed in the resulting explosion.

**STREETS OF LA:** Our hero is transported to the year 1984 and must begin his search for Sarah Connor. But first he must escape the wrath of the Los Angeles Police Department, who are on his tail and killed out with cars and helicopters!



# PREVIEW



**TECH NOIR:** Reese finds Sarah Connor in the punk nightclub Tech Noir. Unfortunately, so does the Terminator. Kyle must ensure the safety of Sarah by taking out the cyborg, but 20th century weaponry is useless against a hyper-alloy combat unit...

**POLICE STATION:** Reese is captured by the LA PD and placed in a cell, whilst Sarah enjoys what she believes to be the safety of a police department. The trouble is, no-one banked on the Terminator gate crashing the party...



**CYBERDYNE SYSTEMS PLANT:** Reese and Sarah have succeeded in killing the Terminator in a massive explosion - or so they think. The flesh is gone, but the combat chassis continues its relentless mission. Running into a nearby automated factory, the pair must defeat him once and for all to protect the future!

Megadave Terminator, programmed by Probe, follows the plot of the film closely. So closely, in fact, that the main character is not Arnie. The player controls Reese throughout the game, with the Terminator making regular cameo appearances.

The action actually starts before the point at which the film began. Level one sees Reese in the year 2029, carrying out his orders to destroy the Time Displacement Equipment used by the Terminator to travel back in time to the year 1984, and going through the machine before the time bombs detonate.

From then onwards, the player will take Kyle on a digital journey across some of the best-known locations in sci-fi cinema history before the ultimate showdown.

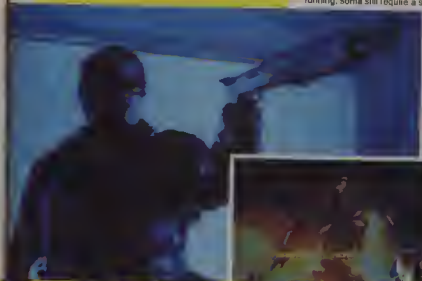


While most of the graphics for The Terminator are up and running, some still require a spot of tweaking and the finished

Arnie sprite (the one shown here is just a last) is in Greece!

As for Reese, he was created using the same method seen in the spectacular Prince Of Persia. An actor was videotaped carrying out a number of moves and each frame digitised and animated to create the running, jumping, shooting hero you see here.

Drooling over these screen shots? Well, the best is yet to come! What we can't show you are the in-game tunes - raucous, fast-paced ditties which suit the action down to the ground and, more impressive, the front-end track a stunning, beat-for-beat replica of the original Terminator title tune accompanied by a lab movie-like opening sequence which has to be seen to be believed!





# THE COMPUTER GAME!



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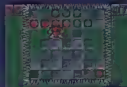


Available on  
Atari ST, Amiga  
and C64 disk.

KEEP YOUR EYE ON

**SPOT**

Amiga screen shots shown.



# WHL 20

## GALLUP ALL FORMATS

THIS

# GAME BY

1	NE	JIMMY WHITE'S WHIRLWIND SNOOKE	VIRGIN
2	1	MANCHESTER UNITED EUROPE	KRISALIS
3	4	THUNDERHAWK	CORE DESIGN
4	3	RAINBOW COLLECTION	OCEAN
5	6	RODLAND	STORM
6	5	OZZY COLLECTION	COOEMASTERS
7	NE	SILENT SERVICE 2	MICROPROSE
8	17	MONKEY ISLAND	US GOLO
9	2	CRUISE FOR A CORPSE	US GOLO
10	10	HERO QUEST	GREMLIN
11	12	TEENAGE MUTANT HERO TURTLES	MIRRORSOFT
12	7	F15 STRIKE EAGLE 2	MICROPROSE
13	24	LEMMINGS	PSYGNOSIS
14	28	GREMLINS 2	ELITE
15	9	PGA TOUR GOLF	ELECTRONIC ARTS
16	16	BIG BOX	BEAU JOLLY
17	26	F16 COMBAT PILOT	DIGITAL INT
18	31	FUNSCCHOOL 3 (OVER 7'S)	EUROPRESS
19	30	FLIGHT OF THE INTRUDER	MIRRORSOFT
20	11	KICK OFF 2	ANCO

WE ARE  
10

White's Snooker...  
...ted from...  
...alter...  
...s. Ca...  
...al...  
...s...

## AMIGA

- |    |                          |             |
|----|--------------------------|-------------|
| 1  | NE Jimmy White's Snooker | Virgin      |
| 2  | Thunderhawk              | Core Design |
| 3  | NESilent Service 2       | Microprose  |
| 4  | 1 Cruise For A Corpse    | US Gold     |
| 5  | 8 Monkey Island          | US Gold     |
| 6  | 3 PGA Tour Golf          | EA          |
| 7  | 4 Man Utd Europe         | Krisalis    |
| 8  | 7 Rodland                | Storm       |
| 9  | 10 Rainbow Collection    | Ocean       |
| 10 | 6 F15 Strike Eagle 2     | Microprose  |

Top of both the Amiga chart and the ST chart this month is the brilliant Jimmy White's Snooker. It looks like this game is going to run and run. The newie this month is Silent Service 2 doing well at Number 3. The biggest surprise this month, is the sudden demise of Cruise For A Corpse, slipping from the top spot to Number 4.



## MEGADRIVE

- |    |                    |
|----|--------------------|
| 1  | Streets Of Rage    |
| 2  | EA Ice Hockey      |
| 3  | Sonic The Hedgehog |
| 4  | Zero Wing          |
| 5  | Outrun             |
| 6  | Spiderman          |
| 7  | Marvel Land        |
| 8  | Allen Storm        |
| 9  | Wrestling          |
| 10 | Dinoland           |

Our fave beat em up of the moment, Streets Of Rage, is currently riding high at the top of the chart. Dinoland creeps in at Number 10 and is about the only good Pinball game available for the Megadrive. Namco's cute platform romp, Marvel Land also holds a nice high position.

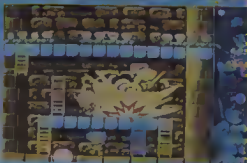


## ATARI ST

- 1 NE Jimmy White's Snooker
- 2 1 Flight Of The Intruder
- 3 RE Back To Future 2
- 5 4 Man Utd Europe
- 6 RE Railroad Tycoon
- 7 9 Gods
- 8 3 F15 Strike Eagle 2
- 9 6 Rainbow Collection
- 10 RE Striker Manager

Virgin  
Mirrorsoft  
Mirrorsoft  
Cure  
Krisalls  
Micropose  
Renegade  
Micropose  
Ocean  
D&H

Flames Of Freedom and the mighty Lemmings are nowhere to be seen! Jimmy White has the top spot this month with Archer McLean's masterpiece. Mirrorsoft's newie Flight of the Intruder is doing very well and Man United hold the same spot as last month. Expect big surprises next month though, as the big build up to Christmas ensues. You have been warned...



## COMMODORE 64

- |    |       |                             |             |
|----|-------|-----------------------------|-------------|
| 1  | 5     | Man Utd Europe              | Krisalls    |
| 2  | 2     | Rodland                     | Storm       |
| 3  | 4     | Dizzy Collection            | CMasters    |
| 4  | 1     | Creatures                   | Thalamus    |
| 5  | REF16 | Combat Pilot                | Digital Int |
| 6  | RE    | Hero Quest                  | Gremlin     |
| 7  | 3     | Rainbow Collection          | Ocean       |
| 8  | 8     | Big Box                     | Beau Jolly  |
| 9  | 17    | Teenage Mutant Hero Turtles | Mirrorsoft  |
| 10 | 13    | Predator 2                  | Mirrorsoft  |

Man United! Man United! Funny how one team can sell so many games, where are all the Liverpool and Arsenal supporters? The only game that looks like moving Krisalls' smart tootle slm is Storm cutesy romp Rodland. You dont see it on this chart, but storming in at Number 15 is a head alignment tape!

## SPECTRUM

- |    |    |                     |             |
|----|----|---------------------|-------------|
| 1  | 9  | Hero Quest          | Gremlin     |
| 2  | 1  | Dizzy Collection    | CMasters    |
| 3  | 5  | Rainbow Collection  | Ocean       |
| 4  | 4  | Multi Player Soccer | D&H Games   |
| 5  | 18 | SCI                 | Ocean       |
| 6  | 2  | Man United Europe   | Krisalls    |
| 7  | 3  | F15 Combat Pilot    | Digital Int |
| 8  | RE | Euro Superleague    | COS         |
| 9  | NE | Ghostbusters 2      | Activision  |
| 10 | 13 | Mutant Hero Turtles | Mirrorsoft  |

Hero Quest knocks dizzy for six, but football seems to be dominating the Speccy chart this month. Yes, playing football has been abandoned in favour of managing teams. There's a lot of thrilling funmeisters out there...





## PC ENGINE

- 1 PC Kid 2
- 2 F1 Circus 91
- 3 Final Soldier
- 4 2nd Bout Wrestling
- 5 Counter Attack 1941

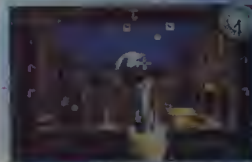
Bizarrel! A Supergrafx game makes it to Number Five in Console Concept's PC Engine chart. Most people haven't even seen one of these rare machines, never mind bought one!



## AMSTRAD

- |                         |            |
|-------------------------|------------|
| 1 5 Dizzy Collection    | CMasters   |
| 2 1 Man Utd Europe      | Krisalis   |
| 3 REObiliterator        | Psygnosis  |
| 4 9 Big Box             | Beau Jolly |
| 5 2 Rainbow Collection  | Ocean      |
| 6 NELine Of Fire        | US GOLD    |
| 7 REFun School 3        | Europress  |
| 8 3 Hero Quest          | Gremlin    |
| 9 4 Mutant Hero Turtles | Mirrorsoft |
| 10 REBack To Future 3   | Mirrorsoft |

A little weird is the entry of the admittedly excellent Fun School 3. Hero Quest is starting to slip and the chart looks very very different from last month's...



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Mr's briefing was simple. "Find Mr Big,  
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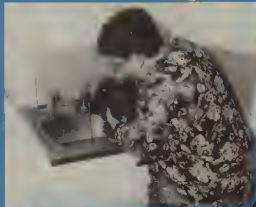
# DOMARK

# CONSOLE CRAZY

We had one helluva tandem response to our recent Crazy Console Concepts compo. The winner, who walks away with a brand spanking new Super Famloom and two games, is crazy chef Adrian Meehan from Prescott, Mersey side. Take it away, Adie...



1. Get your ingredients



2. Give it a good wash



3. Dry it and add a sprout



4. Bake for 20 minutes, turning occasionally



5. Serve with lettuce and tomatoes





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THIS MONTH!**

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- MIG 29M
- FLOOR 13
- HUDSON HAWK
- GRAND PRIX
- ALIEN BREED

## ALIEN

*This time, it's really, really personal*

**OUT  
NOW**

## IN THE NEWS

Sneak preview of Christmas  
in the price guide



## PREVIEW

Powerful Skans, Alien  
Engine, Wizard, Wolf, S  
no



Lotus 2



Hudson Hawk



MIG 29M



Floor 13



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### THE MICROSELLS conf.

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### THE MICROSELLS conf.

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# THE FIRST SAMURAI

## IMAGEWORKS

First Samurai looks all set to become one of the biggest events on the Amiga this year. We sent CVG rising son Frank O'Connor down to Vivid Image Design to find out what's about.



### THE SAMURAI STORY

Hundreds of years ago in feudal Japan a young warrior trained under the watchful eye of his Samurai master. His strength, skill and courage were incredible and it wasn't long before his talents as a fighter superseded that of his mentor. But he was rash, and his master began to train him in the ways of Budo, the martial code and the importance of honour. Strange times were these, magic and mystery still hung like a dark shadow over the land of the rising sun.

An evil magician, intent on conquering the land, killed our young warrior's master in a bloody and terrible battle. The evil wizard then tried to kill the young apprentice, but his players were answered and ancient Shinto gods hurled the evil wizard into the distant future. The 21st century. The Samurai, now masterless, became a Ronin. A samurai with no leader and no incentive other than money and rage. He followed the dark magician to the future, seeking revenge in a land he could not understand.



### GET YOUR SWORD OUT!

At first glance, First Samurai looks slightly similar to arcade classic Sinder, and as you can see from these screenshots the graphics are looking absolutely brilliant.

The action scrolls in four directions and takes place in all kinds of terrain. Starting off in the Japanese countryside, you eventually make your way to the city for the final showdown with the dark wizard dude.

Your sword-swinging samurai can perform all manner of neat tricks, including a handy reverse backswing. He can pick up weapons to aid him along the way and on occasion call up a good wizard to help things along.

If this was just a jumping slashfest it would be a potentially brilliant game, but First Samurai is a whole lot more. There are tons of puzzles to solve and lots of problems to be overcome. Strategy plays almost as big a part as the excellent violence involved. Look out for this one before Christmas, 'cos that's when it'll be doing its thing.



### VERSION

AMIGA  
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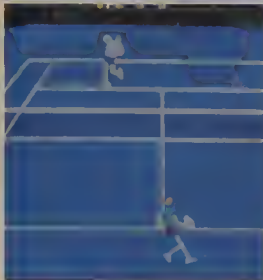
## ADVANTAGE TENNIS

### INFOGRAMMES

Infogrames are beavering away, pulling the final touches to what they hope will be the best tennis simulation available on computer: Advantage Tennis. This one or two player game offers the budding Beckers amongst you the chance to be up there with the greats, or down with the British players, depending on how good you are at whacking a high velocity, furry ball with a piece of rounded wood. With a choice of competing in either exhibition matches or an entire Grand Slam tournament you can either go for gold or glory. There's also a training option available if you think your racketeering skills aren't quite up to the mark.

We saw Advantage Tennis up and running at this year's Computer Entertainment Show and, to be honest, the animation of the tennis players simply astounded us. They may look rather stiff and stilted in these screenshots but get them moving and they really are something else. A unique feature of Advantage Tennis is computer-assisted playability, which means that if you don't make a move, the computer will do it for you! Could be a winner. Then again, it could become the Jeremy Bates of tennis sims.

AMIGA	DATE	PRICE
AMIGA	OCTOBER	£ 19.99
PC	OCTOBER	£ 19.99
ST	OCTOBER	£ 19.99



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VIEW

## STURMTRUPPEN

### IDEA

Schnell! Schnell! Achtung! And other classic war film utterances! Idea are about to unleash their new game onto C64 and Amiga soon and, although it's violent and set in the Second World War, this is one which the Germans might like!

The player controls a sausage-eating stormtrooper through six levels of Allied attack, and they're not trying to surrender! Using bombs and guns, blast a trail through the onslaught to reach the next levels. Sturmtruppen looks as though it's being produced with tongue placed firmly in cheek and, although it may not look like much judging by the screenshots, Idea reckon that the game will feature 'state of the art' graphics. It'll certainly make a change playing the Hun for once!



VERSION	DATE	PRICE
AMIGA	OCTOBER	£ TBA
C64	OCTOBER	TBA



## THE BLUES BROTHERS

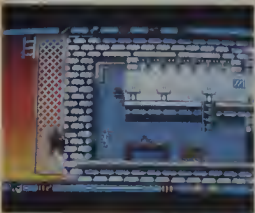
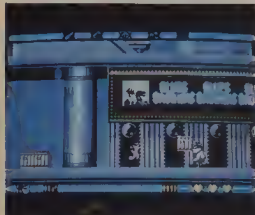
### TITUS

**J**ake and Elwood Blues, the two unlikeliest brothers in the history of rock 'n' roll. If you haven't seen the movie then you must have been living in Minehead for the last forty years. The Blues Brothers are trying to get their band back together - or at least they are in the movie version.

In the forthcoming game from Titus, the Blues Brothers are already have the band together, but the local sheriff won't let them play a concert. Legally, he ain't got no right to do that, but he's hidden the band's equipment all over town and it's up to Jake or Elwood to get it back - with five very important bits of music equipment to retrieve through five levels.

The game bears a little resemblance to the Mario series, but freedom in four directions. The bros have the ability to jump great distances, climb wire fences and throw crates at oncoming badies.

The most interesting feature of this release are the very accurate renditions of Top quality Blues Brothers tunes. Sampled guitars and rhythm and blues drum riffs all add to the general atmosphere of 'gettin' the band together'. Watch out for it around yuletide this year.



VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
ST	TBA	£ TBA
NES	TBA	£ TBA
GAMEBOY	TBA	£ TBA
FAMICOM	TBA	£ TBA

# PREVIEW

## BAT II

### UBISOFT

**I**f you thought BAT was good, then you may well be interested in this latest little venture into the world of sci-fi graphic adventuring. Called BAT II, Ubisoft haven't exactly gone into a coma over the title, but the same cannot be said about the features to be included in the finished version.

A 3D modeled planet system, 200 independent characters, four light sims and a car race and even three coin-op games go to make up just a hint of BAT II which takes place in Rome 2, capital city of Shedisian in the BB System. You will play Jehan Menasis, with a mission to solve the murder of special agent Sylvia Hadford, previously investigating the monopoly held by The Koshen of the most precious metal available - Echalon 21. BAT II sounds as if it's going to be an absolute cracker - watch out for a review real soon!

VERSION	DATE	PRICE
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She's back! Fresh from wobbling her bulging body parts in *Elvira: Mistress Of The Dark*, the voluptuous vamp returns to our screens in her very own arcade game! After getting roped in with a dodgy wizard, Elvira is forced to undertake a mission to retrieve his kingdom which has been overrun by all sorts of beasts. All this is simply an excuse for a three level romp on PC and Amiga, in which the sexy siren must traverse a massive eight-hundred screens of creature crushing game play. Weapons and spells are available, as is a trader who will swap spells for information and objects.

Microvalue Flair claim that their game will include omnidirectional scrolling with full parallax, and boast that the Amiga version will run at thirty frames per second. Not only that, but the PC game will use 256 colours and the main sprite is made up of 120 frames of animation. Big or what? But what we want to know is - is the game going to be as accessible as the lady herself? We won't know until that disk flops through the CVG letterbox!

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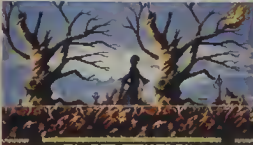
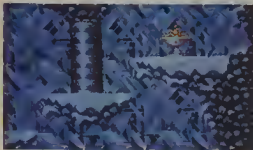
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## CIVILISATION

### MICROPROSE

Railroad Tycoon allowed you to build a rail system. That was complex enough, but Microprose head honcho Sid Meier has decided to go one better - he's giving players the human race to control! *Civilisation* is the name of the game, and it promises to be Microprose's most ambitious non flying project to date.

Starting in the year 4000BC, the player must guide a small tribe through the trials and tribulations of life, developing the race up to the present and even beyond. *Civilisation* will include real events and personalities, including meetings with such historical figures as Napoleon and Genghis Khan, the nuclear arms race and other magic things. Advisors will be on-hand to assist the player in his decision-making and the game can be played in the real world or computer generated artificial maps.

Microprose are promising that *Civilisation* will take the creative simulation genre one step further - we'll be looking forward to viewing the finished product and seeing for ourselves whether their hopes come to fruition.

#### VERSION

PC

#### DATE

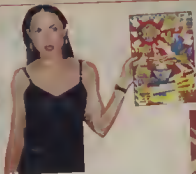
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Plus, you can fight the evil dudes like Melius the Bully and Sideshow Bob in my way. It's a good thing I got the rest of the Simpsons to help me out!

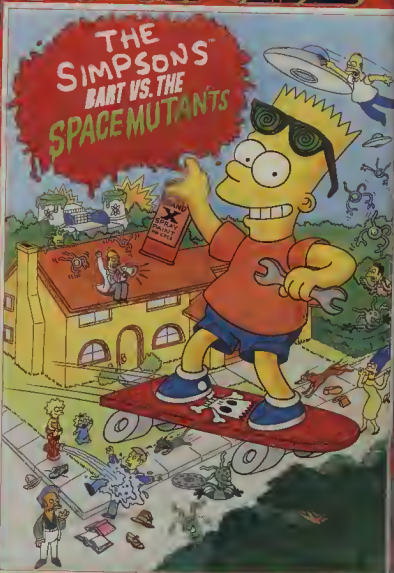
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